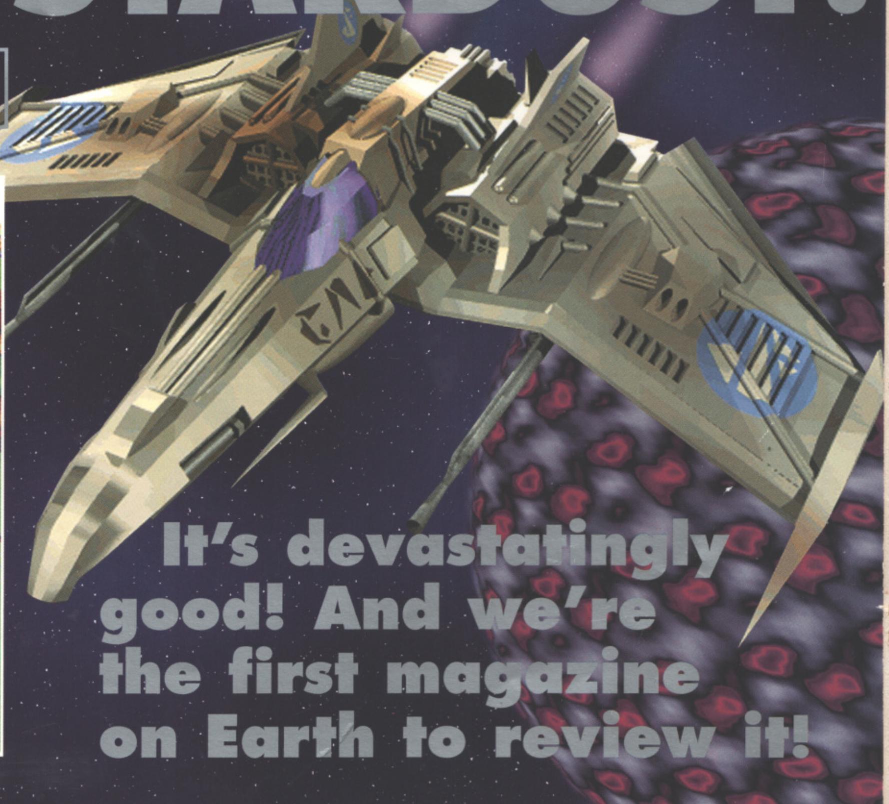
THE WORLD'S BIGGEST-SELLING AMIGA GAMES MAGAZINE

AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

SUPER STARDUST!

3 DISKS STUFFED WITH INCREDIBLE DEMOS!



It's devastatingly good! And we're the first magazine on Earth to review it!

YOURS WITH ISSUE 42 OF AMIGA POWER

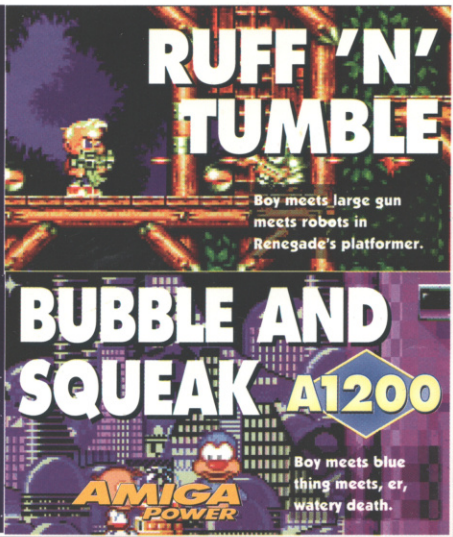
1

THEME PARK

Bullfrog's long time coming and aptly-named simulation is here at last. Worth the wait? You betcha!

YOURS WITH ISSUE 42 OF AMIGA POWER

2



RUFF 'N' TUMBLE

Boy meets large gun meets robots in Renegade's platformer.

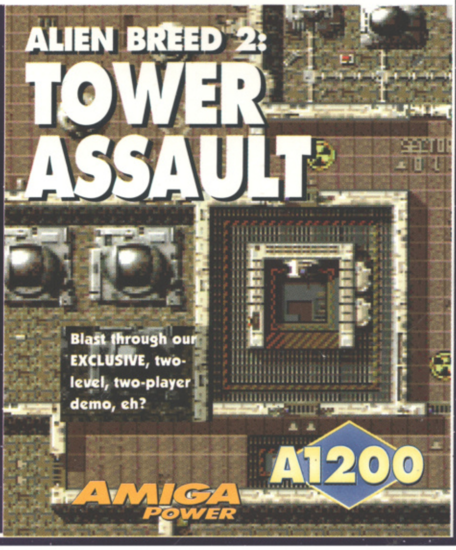
BUBBLE AND SQUEAK

A1200

Boy meets blue thing meets, er, watery death.

YOURS WITH ISSUE 42 OF AMIGA POWER

3



ALIEN BREED 2: TOWER ASSAULT

Blast through our EXCLUSIVE, two-level, two-player demo, eh?

A1200

Future PUBLISHING

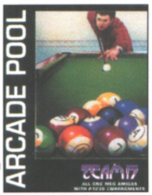
ISSUE 42 £3.95 OCTOBER 1994

ISSUE 42

SAVE £16
JIMMY WHITE
LURE OF TEMPTRESS
DUNE

THE GREATEST
16.99

THEME PARK
22.99



ARCADE POOL
CD32 9.99 AM 6.99

HIRED GUNS
11.99

PREMIER MANAGER 2
7.99

SAVE £15
PGA GOLF, INDY 500
ADVANTAGE TENNIS
& EURO CHAMPS '92

SPORTS MASTERS
13.99

BENEATH STEEL SKY
22.49

SENSIBLE INT'L
14.99

TRIVIAL PURSUIT
CD32 19.99

IMPORTANT – PLEASE NOTE
NOP = will not work on A500 Plus, A600 or A1200
NO12 = will not work on A1200
1 MEG = requires 1 MB of RAM
• = NEW Item

A1200 GAMES

ALADDIN •	20.49
ALIEN BREED - TOWER ASSAULT •	14.99
BANSHEE •	**18.49**
BRUTAL FOOTBALL DELUXE	15.49
CAPTIVE 2 - LIBERATION	20.99
CIVILISATION AGA	**16.99**
DETROIT •	22.99
EXILE •	18.99
FIELDS OF GLORY •	22.99
GUNSHIP 2000	**23.49**
HEIMDALL 2 - BANE OF ASGARD	**21.49**
IMPOSSIBLE MISSION	22.49
ISHAR 2 - LEGIONS OF CHAOS	18.99
JAMES POND 3 - OPERATION STARFISH	19.99
JURASSIC PARK	12.99
KICK OFF 3 •	19.49
KINGPIN •	8.99
MIGHTY MAX •	18.99
ON THE BALL - LEAGUE EDITION •	**20.49**
WORLD CUP EDITION • (HARD DRIVE ONLY)	**20.49**
PLANET FOOTBALL •	22.49
RYDER CUP	**11.49**
SABRE TEAM	18.99
SIM CITY 2000 •	25.99
SIMON THE SORCERER	24.49
SKELETON KREW •	20.99
STAR TREK - 25TH ANNIVERSARY (HARD DRIVE ONLY)	22.49
SUPER STARDUST	16.99
THEME PARK	**22.99**
TOP GEAR 2 (1 MEG)	17.49
UFO - ENEMY UNKNOWN	**23.49**

AMIGA GAMES

FOR OUR FULL SELECTION OF AMIGA GAMES PLEASE ASK FOR A FREE 16-PAGE COLOUR CATALOGUE

A-TRAIN (1 MEG)	9.99
AIR BUCKS V1.2	11.99
ALIEN 3	11.99
ALIEN BREED (SPECIAL EDITION) (1 MEG)	9.49
ANOTHER WORLD	11.49
APIDYA •	9.99
APOCALYPSE (1 MEG)	18.99
ARCADE POOL (1 MEG)	6.99
ARMOUR GEDDON 2 (1 MEG)	18.49
AWARD WINNERS GOLD (SENSIBLE SOCCER, ELITE, JIMMY WHITES SNOOKER, ZOOL) (1 MEG)	20.99
B17 FLYING FORTRESS (1 MEG)	22.99
BATTLE ISLE 93	17.49
BENEATH A STEEL SKY (1 MEG)	22.49
BODY BLOWS (1 MEG)	7.99
BREACH 2 •	16.99
BRUTAL FOOTBALL	13.99
BUMP 'N' BURN •	20.49
CAESER DELUXE	11.99
CAMPAIGN (1 MEG)	11.99
CAMPAIGN 2 (1 MEG)	22.99
CANNON FODDER (1 MEG)	20.49
CHAMPIONSHIP MANAGER 93/94 (1 MEG)	9.99
CHAMPIONSHIP MANAGER 93/94 (END OF SEASON DATA DISK) (1 MEG)	13.49
CHAMPIONSHIP MANAGER COLLECTION (93/94 + UPDATE DISK) (1 MEG)	13.99
CHAMPIONSHIP MANAGER ITALIA(1 MEG)	17.49
CHAOS ENGINE	12.99
CIVILISATION (1 MEG)	16.99
CLUB FOOTBALL - THE MANAGER (1 MEG)	20.99
COMBAT AIR PATROL	14.99
COMBAT CLASSICS (F15 STRIKE EAGLE 2, 688 ATTACK SUB, TEAM YANKEE) (1 MEG) (NO12)	13.99
COMBAT CLASSICS 2 (SILENT SERVICE 2, F19 STEALTH FIGHTER, PACIFIC ISLAND) (1 MEG)	20.99
CRASH DUMMIES (1 MEG)	15.99
CRUISE FOR A CORPSE	11.49
CURSE OF ENCHANTIA (1 MEG)	11.99
D-DAY (IMPRESSIONS) (1 MEG)	21.99
DETROIT (1 MEG)	21.49
DOGFIGHT (1 MEG)	14.99
DRAGONSTONE •	18.99
DREAMLANDS (TRANSARTICA, STORM MASTER, ISHAR) (1 MEG)	18.99
DUNE (1 MEG)	11.49
DUNE 2 - BATTLE FOR ARRAKIS (1 MEG)	17.99
DUNGEON MASTER 2 (1 MEG) •	22.99
ELFMANIA (1 MEG) •	18.99
ELITE	9.99
ELITE 2 (FRONTIER) (1 MEG)	18.99
EMPIRE SOCCER (1 MEG)	18.49
EUROPEAN CHAMPIONS (1 MEG)	10.99
EYE OF THE BEHOLDER (SSI) (1 MEG)	12.49
EYE OF THE BEHOLDER 2 (1 MEG)	12.49
F1 (DOMARK) (1 MEG)	17.99
F117A STEALTH FIGHTER 2.0 (1 MEG)	12.99
F19 STEALTH FIGHTER (NOP)	2.99
FIELDS OF GLORY (1 MEG) •	23.49
FIFA INTERNATIONAL SOCCER (1 MEG) •	20.99
FIRST SAMURAI + MEGA LO MANIA (NO12)	13.99
FORMULA 1 GRAND PRIX	15.99
GENESIA (1 MEG)	20.49
GOAL	8.49
GRAHAM GOOCH WORLD CLASS CRICKET - TEST MATCH SPECIAL (1 MEG) •	18.99
GRAHAM GOOCH DATA DISK	12.99
GUNSHIP 2000 (1 MEG)	22.49
HEIMDALL 2 - BANE OF ASGARD (1 MEG)	21.49
HEROQUEST 2 - THE LEGACY OF SORASIL (1 MEG)	16.99
HIRED GUNS (1 MEG)	11.99
HISTORYLINE 1914-18 (1 MEG)	20.99
HOOK	6.99
HUNTER (NO12)	6.99
IMPOSSIBLE MISSION (1 MEG) •	20.49
INDIANA JONES 2 ACTION (FATE OF ATLANTIS)	12.99
INDIANA JONES ACTION	4.99
INDIANA JONES FATE OF ATLANTIS ADVENTURE (1 MEG)	24.49
ISHAR 2 - LEGIONS OF CHAOS (1 MEG)	11.49
ISHAR 3 (1 MEG)	20.99
JET STRIKE	16.99
JOHN MADDEN'S (U.S) FOOTBALL	10.49
JURASSIC PARK (1 MEG)	11.99
K240 (UTOPIA 2) (1 MEG)	18.49
KGB	11.49
KICK OFF 3 •	16.49
KID CHAOS •	17.99
KINGMAKER (1 MEG)	23.49
KNIGHTS OF THE SKY (1 MEG)	12.49
KRUSTY'S SUPER FUN HOUSE	12.99
LASER SQUAD	8.99
LEGENDS OF VALOUR (1 MEG) (NO12)	15.99
LEISURE SUIT LARRY 1 (1 MEG)	11.49
LEISURE SUIT LARRY 2 (1 MEG)	11.49
LEISURE SUIT LARRY 3 (1 MEG)	12.49
LEMMINGS + DATA DISK	12.99
LEMMINGS 2	13.49
LEMMINGS DATA DISK - OH NO!	6.99
LINKS - (GOLF) (1 MEG) (HARD DRIVE REQUIRED)	12.49
LORDS OF CHAOS	8.99
LORDS OF THE REALM (1 MEG) •	21.49
LOTUS 3 - THE FINAL CHALLENGE (1 MEG) (NO12)	13.99
LURE OF THE TEMPTRESS (1 MEG)	11.49
MAN UTD PREMIER LEAGUE CHAMPIONS (1 MEG)	18.99
MANCHESTER UNITED	6.99
MICRO MACHINES	16.99
MONOPOLY	18.49
MORTAL KOMBAT (1 MEG)	20.49
NICK FALDO'S GOLF	14.99
ON THE BALL - LEAGUE EDITION (1 MEG)	18.99
WORLD CUP EDITION (1 MEG) •	18.99
OVERDRIVE (1 MEG)	6.99
PATRICIAN (1 MEG)	20.49
PINBALL DOUBLE PACK (1 MEG) (PINBALL DREAMS & FANTASIES)	16.99
PINBALL DREAMS (1 MEG)	12.49
PINBALL FANTASIES	14.99
PINKIE (1 MEG) •	17.99
POLICE QUEST 3 (1 MEG) •	12.99
POWERMONGER + WW1 DATA DISK (NO12)	11.49
PREMIER MANAGER 2 (1 MEG)	7.99
PRINCE OF PERSIA (1 MEG)	6.99
PROJECT X (SPECIAL EDITION) (1 MEG)	10.49
RAILROAD TYCOON (1 MEG) (NOP)	13.49
REACH FOR THE SKIES	11.99
REALMS (1 MEG)	10.49
ROAD RASH	10.49
ROBINSONS REQUIEM (1 MEG)	20.49
RORKE'S DRIFT	6.99
RUGBY LEAGUE COACH (1 MEG) •	18.99
SABRE TEAM	11.99
SCRABBLE (US GOLD)	19.49
SECOND SAMURAI (1 MEG) (NO12)	9.49
SECRET OF MONKEY ISLAND (1 MEG)	11.99
SECRET OF MONKEY ISLAND 2 (1 MEG)	24.49
SENSIBLE SOCCER ('92/93 SEASON)	9.99
SENSIBLE SOCCER - INTERNATIONAL EDITION (1 MEG)	14.99
SETTLERS	20.99
SHADOWORLDS (N012)	4.99
SILENT SERVICE 2 (1 MEG)	12.49
SIM CITY DELUXE (SIM CITY, FUTURE CITIES & TERRAIN EDITOR)	15.99
SIMON THE SORCERER (1 MEG)	20.99
SKID MARKS (1 MEG)	17.49
SOCCER KID	11.49
SPACE CRUSADE (NO12) •	11.49
SPACE HULK	15.99
SPACE LEGENDS (WING COMMANDER, MEGATRAVELLER, ELITE) (1 MEG)	9.99
SPACE QUEST 3 (1 MEG) •	12.99
SPECIAL FORCES (1 MEG)	10.99
SPEEDBALL 2	6.99
SPORTS MASTERS (PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP'S 1992) (1 MEG)	13.99
STARDUST	12.49
STARLORD (1 MEG) •	22.99
SUPER FROG (1 MEG)	16.99
SUPREMACY (1 MEG)	10.49
SURBURBAN COMMANDO	13.99
SWIV (NOP)	4.99
SYNDICATE (1 MEG)	22.49
T2 (COIN OP) (1 MEG)	7.99
TACTICAL MANAGER - ENGLISH LEAGUE (1 MEG)	18.49
THE BLUE & THE GREY (1 MEG)	21.49
THE GREATEST (JIMMY WHITES, LURE OF THE TEMPTRESS, DUNE) (1 MEG)	16.99
THE LOST TREASURES OF INFOCOM 1 (20 CLASSIC INFOCOM TEXT ADVENTURES)	18.99
THEME PARK (1 MEG) •	22.99
TRAPS 'N' TREASURES (1 MEG) •	16.99
ULTIMA 5 (NO12)	5.99
VALHALLA (1 MEG) •	18.99
VITAL LIGHT (1 MEG) •	16.99
WEMBLEY - RUGBY LEAGUE (1 MEG)	17.49
WHEN TWO WORLDS WAR (1 MEG)	21.49
WILD CUP SOCCER (1 MEG) •	17.99
WING COMMANDER 1 (1 MEG)	7.99
WIZ 'N' LIZ	10.99
WORLD CUP USA 94 (1 MEG) •	19.49
WORLD CUP YEAR 94 (GOAL, CHAMPIONSHIP MANAGER 94 + DATA DISK, STRIKER, SENSIBLE SOCCER) (1 MEG)	20.99
ZOOL (1 MEG)	8.99
ZOOL 2 (1 MEG)	9.99

AMIGA EDUCATIONAL

10 OUT OF 10 - EARLY ESSENTIALS. AGES 3-7, CREATES AN IDEAL FOUNDATION FOR CHILDREN TO BUILD ON. (1 MB, INSTALLABLE)	18.99
10 OUT OF 10 - ENGLISH. AGES 6-16, COVERS MAJOR AREAS OF THE NATIONAL CURRICULUM (1 MB, INSTALLABLE)	18.99
10 OUT OF 10 - JUNIOR ESSENTIALS. AGES 5-11, BUILDING FOUNDATIONS FOR MANY AREAS OF THE NATIONAL CURRICULUM. (1 MB, INSTALLABLE)	18.99
10 OUT OF 10 - MATHS NUMBERS AGES 6-16, NATIONAL CURRICULUM (1 MB, INSTALLABLE)	18.99
ADI GCSE ENGLISH PACK (14-16 YEARS) 1 MB, DOUBLE AGE GROUP PACK THE PERFECT GCSE REVISION TOOL	22.99
ADI GCSE FRENCH PACK (14-16 YEARS) 1 MB, DOUBLE AGE GROUP PACK THE PERFECT GCSE REVISION TOOL	22.99
ADI GCSE MATHS PACK (14-16 YEARS) 1 MB, DOUBLE AGE GROUP PACK THE PERFECT GCSE REVISION TOOL	22.99
FUN SCHOOL 3 (2-5 YRS)	14.99
FUN SCHOOL 3 (5-7 YRS)	14.99
FUN SCHOOL 4 (2-5 YRS)	16.99
FUN SCHOOL 4 (5-7 YRS)	16.99
FUN SCHOOL 4 (7+ YRS)	16.99
FUN SCHOOL SPECIALS MERLIN'S MATHS (7-11 YRS)	17.99
SPELLING FAIR (7-13 YRS)	17.99
MICRO ENGLISH. 8 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM. (1 MB)	18.99
MICRO FRENCH. BEGINNER TO GCSE. CONFORMS TO N/CURRICULUM (1 MB)	18.99
MICRO GERMAN. BEGINNER TO GCSE AND BUSINESS LEVEL. CONFORMS TO NATIONAL CURRICULUM (1 MB)	18.99
MICRO MATHS. 11 YRS TO GCSE. CONFORMS TO N/CURRICULUM. (1 MB)	18.99
MICRO SCIENCE. 8 YRS TO GCSE. CONFORMS TO N/CURRICULUM. (1 MB)	18.99
MICRO SPANISH. BEGINNER TO GCSE. CONFORMS TO N/CURRICULUM. (1 MB)	18.99
MEGA MATHS (A LEVEL COURSE) (1 MB)	18.99
NODDY'S BIG ADVENTURE. SEQUEL TO THE POPULAR NODDY'S PLAYTIME SERIES. (1 MB, INSTALLABLE)	**18.99**
NODDY'S PLAYTIME. SUPERB NODDY THEMED EDUCATIONAL ADVENTURE. SUITS AGES 3+. (1 MB, INSTALLABLE)	**18.99**

A1200 WORDWORTH DEALS

WORDWORTH V2 AGA WORD PUBLISHER. NEW LOW PRICE. (1 MB, EXTERNAL DISK OR HARD DRIVE REQUIRED)	**39.99**
WORDWORTH V3a AGA WORD PUBLISHER. THE LATEST AND GREATEST VERSION OF TOP QUALITY WORD PUBLISHER PACKAGE. (2 MB, EXTERNAL DISK OR HARD DRIVE REQUIRED)	**59.99**

A1200 VERSION APPLICATIONS

DELUXE PAINT 4 AGA. ENHANCED VERSION FOR A1200 AND A4000. PAINT AND ANIMATE IN UP TO 256,000 COLOURS FROM 16.7 MILLION. (2 MB, EXTERNAL DISK OR HARD DRIVE REQUIRED)	**59.99**
VISTA PRO (LITE). CREATE SPECTACULAR VIRTUAL WORLDS WITH THIS POWERFUL SCENERY CREATOR AND ANIMATOR. SPECIAL LITE VERSION TO RUN ON A1200 OR A4000. (2 MB, DRIVE REQUIRED)	**44.99**
BRILLIANCE V2 AGA. LATEST VERSION OF THIS PREMIER PROFESSIONAL ART PACKAGE •	**49.99**

AMIGA APPLICATIONS

AMOS - CRAFT. EXTENSION TO AMOS GIVING OVER 160 NEW COMMANDS AND INSTRUCTIONS. REQUIRES AMOS OR AMOS PROFESSIONAL (1MB, INSTALLABLE)	**19.99**
AMOS - PROFESSIONAL. MORE POWERFUL AND PROFESSIONAL VERSION OF BEST SELLING GAMES CREATOR, MORE COMMANDS, MORE FLEXIBILITY AND BETTER USER INTERFACE (1 MB, INSTALLABLE)	**31.99**
BLITZ BASIC 2. BRAND NEW FAST AND EASY TO USE VERSION OF BASIC. COMPLETE WITH MANUAL AND COMPILER SYSTEM. THE HOTTEST NEW LANGUAGE AVAILABLE.	**56.99**
DELUXE PAINT 3. A VERY POWERFUL ART AND ANIMATION PACKAGE WITH EXTENSIVE FEATURES. A BEST SELLER AND A TOP AWARD WINNER. MANY FONT AND PRINTING OPTIONS AND SAMPLE ANIMATION AND ART INCLUDED (1 MB, INSTALLABLE)	**14.99**
DIRECTORY OPUS 4. COMPLETE DIRECTORY AND FILE ORGANISING SYSTEM, INVALUABLE FOR HARD DRIVE USERS. (1 MB, INSTALLABLE) •	**49.99**
FINAL WRITER (RELEASE 2) EXCELLENT WORD PUBLISHING SYSTEM WITH OVER 100 TYPEFACES, EASY TO USE (2 MB, DRIVE REQUIRED) •	**74.99**
HANNA BARBARA ANIMATION WORKSHOP FOR CARTOONS ETC	**29.99**
HOME ACCOUNTS. THE ORIGINAL VERSION OF THIS MONEY MANAGER (INSTALLABLE)	**9.99**
KINDWORDS 3. FULLY FEATURED WORD PUBLISHER (1 MB, INSTALLABLE)	**19.99**
MINI OFFICE. INTEGRATED WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES. (1 MB, INSTALLABLE)	**35.99**
MONEY MATTERS (HOME ACCOUNTS 3). LATEST VERSION OF THE EXCELLENT MONEY PACKAGE FROM DIGITA (1 MB, INSTALLABLE)	**35.99**
PC TASK. GOOD VALUE SIMPLE PC EMULATOR ALLOWING IBM PC APPLICATIONS TO BE USED ON YOUR AMIGA. PLEASE NOTE THAT THIS IS NOT SUITABLE FOR WINDOWS OR HIGH END APPLICATIONS. REQUIRES MS DOS 3.3 OR ABOVE. (1 MB, INSTALLABLE)	**35.99**
PEN PAL. EASY TO USE WORD PROCESSOR. (1 MB, INSTALLABLE)	**37.99**
PUBLISHER (PAGE LAYOUT PACKAGE). (NO12, 1 MB, EXTERNAL DISK OR HARD DRIVE REQUIRED)	**19.99**

AMIGA CD32 CD's

ALIEN BREED S/E & QWAK	16.99
ARCADE POOL	**9.99**
BANSHEE	**18.99**
BATTLECHESS	19.99
BENEATH A STEEL SKY •	19.99
BRUTAL FOOTBALL	19.49
BUBBA 'N' STIX	12.99
BUMP 'N' BURN •	20.49
CANNON FODDER	**21.99**
CAPTIVE 2 - LIBERATION	**15.99**
CHAOS ENGINE	17.99
CHUCK ROCK 2 •	18.99
DENNIS	12.49
DISPOSABLE HERO	13.99
DIZZYS ENCHANTED WOODS •	11.99
DRAGONSTONE •	18.99
ELITE 2	**18.99**
EXILE •	19.49
EXTRACTORS-THE HANGING GARDENS OF ZARG •	18.99
FIELDS OF GLORY •	22.99
FIRE AND ICE	16.99
GUNSHIP 2000	**19.99**
HEIMDALL 2	**20.99**
IMPOSSIBLE MISSION	19.99
JAMES POND 3 - OPERATION STARFISH	21.99
KICK OFF 3 •	21.99
KINGPIN •	12.49
LEMMINGS	9.99
LITIL DIVIL	18.99
LOST VIKINGS	19.99
LOTUS TRILOGY (LOTUS 1, 2, 3)	18.99
MAN UTD PREMIER LEAGUE CHAMPS •	18.99
NICK FALDO'S GOLF	**22.99**
PINBALL FANTASIES	19.99
PIRATES GOLD	15.99
PLANET FOOTBALL •	22.49
RYDER CUP	12.49
SABRE TEAM	**19.99**
SECOND SAMURAI	18.99
SENSIBLE SOCCER	16.99
SENSIBLE SOCCER - INTERNATIONAL EDITION •	17.99
SIMON THE SORCERER •	**23.49**
SLEEPWALKER	12.49
SOCCER KID •	18.99
SUPER FROG	11.99
TRIVIAL PURSUIT	19.99
UFO - ENEMY UNKNOWN •	**19.99**
ULTIMATE BODY BLOWS (BODY BLOWS & BODY BLOWS GALACTIC)	19.49
UNIVERSE •	20.99
WEMBLEY INTERNATIONAL SOCCER	19.99
WILD CUP SOCCER •	18.99
ZOOL 2	18.99

DIGITAL VIDEO CD's

DIGITAL VIDEO CD's FOR CD32 OR CDi FITTED WITH FMV ADAPTOR

BEVERLY HILLS COP (RATED 15)	15.99
BON JOVI - KEEP THE FAITH	**14.99**
BRYAN ADAMS - WAKING UP THE NEIGHBOURS	15.99
DAVID BOWIE - THE VIDEO COLLECTION (RATED 15) •	**18.99**
FATAL ATTRACTION (RATED 18)	**15.99**
GHOST (RATED 15)	**15.99**
INDECENT PROPOSAL (RATED 15)	**15.99**
KATE BUSH - THE WHOLE STORY '94 •	18.99
PATRIOT GAMES (RATED 15)	15.99
PINK FLOYD - THE DELICATE SOUND OF THUNDER •	18.99
QUEEN - GREATEST FLIX I & II •	**22.99**
STAR TREK VI (RATED PG)	**15.99**
THE CREAM OF ERIC CLAPTON •	15.99
THE CRYING GAME (RATED 18) •	16.99
THE KRAYS (RATED 18) •	15.99
TINA TURNER - SIMPLY THE BEST •	18.99
TOP GUN (RATED PG)	**15.99**
WAYNE'S WORLD (RATED 15)	**15.99**
WITNESS (RATED 15)	15.99

FREE PRINTER LEAD
WITH ALL PRINTERS

WITH FREE WORDWORTH WORD PROCESSOR

PANASONIC KXP2123 COLOUR PRINTER
24 PIN, 80 COLUMN, 192 CPS/64LQ 7 FONTS (1 SCALABLE), EXTREMELY QUIET 43.5 DBA NOISE LEVEL, WITH FREE WORDWORTH WORD PROCESSOR. 1 YEAR WARRANTY.
189.99

CANON BJ-200 BUBBLE JET PRINTER	**239.99**
CANON BJ10-SX BUBBLE JET PRINTER (NEW LOW PRICE)	**185.99**
CITIZEN ABC PRINTER WITH COLOUR KIT, 24 PIN WITH FREE EASYSTART SOFTWARE FOR AMIGA AND PC	**156.99**
CITIZEN TRACTOR FEED KIT FOR CITIZEN ABC PRINTER	37.99
CITIZEN SWIFT 200C PRINTER WITH COLOUR KIT 24 PIN	**184.99**
CITIZEN SWIFT 240C PRINTER WITH COLOUR KIT, 24 PIN	**219.99**
CITIZEN PRINTER DRIVER KIT FOR AMIGA. SUITS ALL WORKBENCH VERSIONS FROM 1.3 TO 3.0 ENHANCES PRINT QUALITY FROM CITIZEN SWIFT PRINTERS. OUTSTANDING RESULTS	**12.99**
EPSON LQ-100 PRINTER. 24 PIN • NEW LOWER PRICE •	**137.99**
STAR WINTYPE 4000 LASER PRINTER	**389.99**
TONER CARTRIDGE FOR STAR WINTYPE 4000 LASER PRINTER	69.99
INK CARTRIDGE (BLACK) FOR CANON BJ-10EX OR BJ-10SX	19.99
INK CARTRIDGE (BLACK) FOR CANON BJ-200	23.99
INK CARTRIDGE (BLACK) FOR EPSON STYLUS 800 PRINTER	11.99
RIBBON (BLACK) FOR CITIZEN 24, 200, 224, 240 OR ABC PRINTER	6.99
RIBBON (BLACK) FOR CITIZEN 9, 90 OR 120D PRINTER	5.99
RIBBON (BLACK) FOR EPSON LQ-150	8.99
RIBBON (BLACK) FOR EPSON LQ100 PRINTER	8.99
RIBBON (BLACK) FOR PANASONIC KXP2123/4, KXP2180	10.99
RIBBON (BLACK) FOR STAR LC100 OR LC20 PRINTER	6.99
RIBBON (BLACK) FOR STAR LC24-20 PRINTER	6.99
RIBBON (COLOUR) FOR CITIZEN 9, 90, 24, 200, 224, 240 OR ABC	14.99
RIBBON (COLOUR) FOR EPSON LQ-150	16.99
RIBBON (COLOUR) FOR PANASONIC KXP2123/4, KXP2180	16.99
RIBBON (COLOUR) FOR STAR LC100 PRINTER	7.99
RIBBON (COLOUR) FOR STAR LC200 PRINTER	11.99
PRINTER STAND FOR ANY PRINTER	7.99
PRINTER LEAD (PARALLEL) 1.5 METRES FOR AMIGA, ST OR PC	7.99
PRINTER LEAD (PARALLEL) 10 METRES FOR AMIGA, ST OR PC	15.99
PRINTER LEAD (PARALLEL) 5 METRES FOR AMIGA, ST OR PC	10.99
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC)	4.99

MEGADRIVE GAMES

WE ONLY SELL OFFICIAL UK VERSIONS
• = NEW ITEM

MEGADRIVE 2 WITH SIX GAMES + 2 CONTROL PADS
109.99

CHAOS ENGINE	38.99
EA SPORTS SOCCER (4 PLAYER)	36.49
JUNGLE STRIKE	25.99
MORTAL KOMBAT 2 •	**42.99**
PETE SAMPRAS TENNIS (J-CART) (4 PLAYER GAME)	**34.99**
PGA EUROPEAN TOUR	**32.99**
ROAD RASH 2	19.99
STREETS OF RAGE 3	**39.99**
URBAN STRIKE	**34.99**
VIRTUA RACING	**58.99**
X-MEN	18.99
DUNE 2 (BATTLE FOR ARRAKIS)	31.99
SUPER MONACO GP	12.99

GAME GEAR GAMES

MICRO MACHINES	24.99
COLUMNS	9.99
NBA JAM	29.99
SONIC 2	18.99
ALADDIN	24.99
SONIC THE HEDGEHOG	19.99
STAR WARS	24.49
DONALD DUCK 2	19.99
WORLD CUP USA '94	24.99
SENSIBLE SOCCER	22.99

GAMEBOY GAMES

SUPER MARIO LAND 3	19.99
ZELDA - LINK'S AWAKENING	22.49
DONKEY KONG '94 (SG) •	21.99
TETRIS 2 (SG)	21.99
PINBALL DREAMS	17.99
SUPER MARIO LAND 2	21.99
MONSTER MAX	21.49
TERMINATOR 2	11.99
CASTLEVANIA 2	16.99
WORLD CUP USA '94	24.99

SUPER NES GAMES

WE ONLY SELL OFFICIAL UK VERSIONS
• = NEW ITEM

SUPER NES WITH F- ZERO + 1 CONTROL PAD
79.99

FIFA SOCCER	**35.99**
SIM CITY	**19.99**
PGA TOUR GOLF	**14.99**
SUPER METROID	41.99
STUNT RACER FX •	**41.49**
STARWING	**19.99**
MEGA MAN X	32.99
MORTAL KOMBAT 2 •	**52.99**
ROCK AND ROLL RACING	37.99
DESERT FIGHTER	39.99
STREETFIGHTER TURBO	32.99
SUPER MARIO KART	33.99
NBA JAM	49.99
JOHN MADDEN '93	**17.99**

PHILIPS CDi 450
279.99
AVAILABLE SEPT '94

TOP LOADING CDi PLAYER WITH INTERNATIONAL TENNIS OPEN AND CONTROL PAD. LOW COST ALTERNATIVE TO ESTABLISHED CDi210, WITH FULL AUDIO CD AND PHOTO CD CAPABILITIES.

CDi GAMES

7TH GUEST (FMV CART REQ'D)	41.99
ALIEN GATE	18.99
KETHER	26.99
LINK, THE FACES OF EVIL	27.99
MYSTIC MIDWAY PHANTOM EXPRESS	26.99
PALM SPRINGS GOLF	31.99
SPACE ACE (FMV CART REQ'D)	41.99
TETRIS	22.99
VOYEUR (RATED 18)	34.99
ZELDA, WAND OF GAMELON	26.99

PANASONIC REAL 3DO
395.99
AVAILABLE SEPT '94

WITH TOTAL ECLIPSE GAME AND ONE CONTROL PAD. NEW CD BASED CONSOLE WITH 32 BIT RISC CPU, 16.7 MILLION COLOUR PALETTE, 16-BIT DSP SOUND CHIP AND 3MB RAM, 1MB ROM. KODAK PHOTO CD AND AUDIO CD COMPATIBLE. FMV ADAPTOR AVAILABLE SOON

3DO GAMES

ESCAPE FROM MONSTER MANOR	34.99
JOHN MADDEN 3DO	34.99
ROAD RASH 3DO	39.99
SHOCKWAVE	34.99
SUPER WING COMMANDER	34.99
THEME PARK	39.99
TWISTED	34.99

FOR MORE DETAILS CALL OUR SALES LINES

AMIGA CD32 32-BIT POWER
SPECTACULAR VOYAGE

AMIGA CD32

CD BASED CONSOLE WITH A1200 32-BIT POWER. 262,000 COLOURS FROM A PALLETTE OF 16.7 MILLION, 2 MB RAM, FAST 14 MHz 68020 PROCESSOR. PLAYS AUDIO CD's VIA ON SCREEN DISPLAY AND DIGITAL VIDEO CD's WITH OPTIONAL FMV ADAPTOR.

AMIGA CD32 SPECTACULAR VOYAGE PACK WITH MICROCOSM AND CHAOS ENGINE	**240.00**
PLUS TWO PACK AVAILABLE ONLY WHEN YOU BUY A CD32 ELITE 2 CD AND TRIVIAL PURSUIT CD ... JUST ADD	**17.99**
COMMODORE FULL MOTION VIDEO-CD MODULE FOR AMIGA CD-32. GIVES CD-32 HIGH QUALITY FULL MOTION VIDEO CAPABILITY FOR MOVIES, MUSIC VIDEOS AND GAMES THAT FEATURE FULL MOTION VIDEO GAMEPLAY. SIMPLY SLOTS INTO BACK OF CD-32.	**199.99**

COMMODORE CONTROL PAD
16.99

DYNAMICS CONTROL PAD
FOR CD-32
16.99

QUICKSHOT SOUNDMATE 4 STEREO SPEAKERS (PAIR) FOR AMIGA, CD-32 OR PERSONAL STEREO. VOLUME AND BALANCE CONTROL, BASS AND TREBLE BOOST, 4W+4W MUSIC
16.99

SCREENBEAT 3 STEREO SPEAKERS (PAIR) FOR AMIGA, CD32 OR PERSONAL STEREO
13.99

SONY SRSA30 PORTABLE SPEAKERS WITH BUILT IN AMPLIFIER, ON/OFF SWITCH, VOLUME CONTROL, 65MM DIAMETER SPEAKERS. IDEAL FOR USE WITH WALKMAN, DISCMAN, CD32 OR AMIGA. **34.99**

HI-FI AUDIO LEAD - AMIGA/CD32/ST TO STEREO	3.99
MEDIA LIFE CD FILE DRAWER (30 CAPACITY)	15.99
SCREENBEAT MAINS ADAPTOR FOR SCREENBEAT SPEAKERS	7.99

SETTLERS
20.99

SAVE £20
WING COMMANDER
MEGATRAVELLER
& ELITE

SPACE LEGENDS
9.99

SPEEDBALL 2
6.99

SKIDMARKS
17.49

UFO
23.49

K240
18.49

AMIGA A1200

AMIGA A1200

ALL A1200's INCLUDE:MOUSE, BUILT-IN TV MODULATOR
2 MB RAM EXPANDABLE TO 10 MBFAST 14 MHz 68020
PROCESSORNEW AGA GRAPHICS CHIP SET
256,000 SCREEN COLOURS FROM 16.7 MILLION
4 CHANNEL STEREO SOUNDBUILT IN FLOPPY DISK DRIVE
BUILT IN INTERNAL HARD DRIVE INTERFACE (IDE)
AND 1 YEAR IN-HOME SERVICE WARRANTY

AMIGA A1200 2/0 DESKTOP DYNAMITE
WITH WORDWORTH 2.0 AGA DESKTOP PUBLISHER, PERSONAL PAINT IV AGA, PRINT MANAGER, OSCAR AND DENNIS **340.00**

AMIGA A1200 2/0 COMBAT INNOVATIONS
WITH WORDWORTH 2.0 AGA DESKTOP PUBLISHER, PERSONAL PAINT IV AGA, PRINT MANAGER, DAY BY DAY, TOTAL CARNAGE, BRIAN THE LION AND ZOOL 2 .... **340.00**

AMIGA A1200 COMBAT INNOVATIONS PACK
AS ABOVE WITH INTERNAL 2.5" HARD DRIVE

A1200 2/80 COMBAT + 80 MB DRIVE	510.00
A1200 2/120 COMBAT + 120 MB DRIVE	550.00
A1200 2/170 COMBAT + 170 MB DRIVE	580.00

ADD A PLUS FOUR OR CHAOS PACK IF YOU WISH
FOR HARD DRIVE PACKS PLEASE PHONE TO CHECK
LATEST PRICE AND AVAILABILITY

AMIGA A1200 2/0 LEMMINGS 2 PACK
WITH LEMMINGS 2 AND DELUXE PAINT 3 ...... **300.00**

AMIGA A1200 LEMMINGS 2 PACK
AS ABOVE WITH INTERNAL 2.5" HARD DRIVE

A1200 2/80 LEMMINGS + 80 MB DRIVE	460.00
A1200 2/120 LEMMINGS + 120 MB DRIVE	500.00
A1200 2/170 LEMMINGS + 170 MB DRIVE	530.00

PRICES INCLUDE LEMMINGS 2 AND DELUXE PAINT 3

A600's WHILE STOCKS LAST

AMIGA A600 1/0 WILD, WEIRD AND WICKED, PACK
WITH DELUXE PAINT 3, F1 GRAND PRIX, PUSH OVER AND PUTTY **210.00**

£19.99 SAVE £94

• SPECIAL DEAL•

ADD A PLUS FOUR OR CHAOS PACK

WHEN YOU BUY ANY OF THE AMIGAS LISTED ABOVE YOU CAN ALSO PURCHASE ONE (ONLY ONE) OF THESE AMAZING VALUE PACKS

PLUS FOUR PACK
(ELITE 2, BATMAN RETURNS, LEMMINGS 2 & CIVILISATION AGA) .... JUST ADD **19.99**

CHAOS PACK A1200
(CHAOS ENGINE, NICK FALDO GOLF, PINBALL FANTASY & SYNDICATE)
JUST ADD **14.99**

CHAOS PACK A600
(CHAOS ENGINE, NICK FALDO GOLF, PINBALL FANTASY & SYNDICATE) ... JUST ADD ... **9.99**

£14.99 SAVE £110

SWIFT TP200 JOYPAD FOR AMIGA/ST. TURBO FIRE AND AUTOFIRE
9.99

COMPETITION PRO EXTRA JOYSTICK FOR AMIGA/ST CLEAR BASE, MICROSWITCHED WITH AUTOFIRE
11.99

QUICKSHOT 137F PYTHON JOYSTICK FOR AMIGA/ST. AUTOFIRE
9.99

CHEETAH BUG JOYSTICK FOR AMIGA/ST. MICROSWITCHED WITH AUTOFIRE
13.99

SCORPION PLUS JOYSTICK FOR AMIGA/ST ARCADE STYLE WITH TURBO FIRE
10.99

QUICKSHOT 128F MAVERICK 1 JOYSTICK FOR AMIGA/ST. AUTOFIRE
11.99

FREEWHEEL STEERING WHEEL (DIGITAL) SUITS MOST DRIVING GAMES
25.99

SAITEK MEGAGRIP 2 JOYSTICK FOR AMIGA/ST. AUTOFIRE
11.49

SUPER PRO ZIP STICK JOYSTICK FOR AMIGA/ST. MICROSWITCHED WITH AUTOFIRE
11.99

BOLLISTICK HAND HELD MICRO-SWITCHED AUTOFIRE
9.99

QUICKJOY JET FIGHTER MICRO-SWITCHED, AUTOFIRE
11.99

KONIX SPEEDKING FOR AMIGA/ST AUTOFIRE
11.99

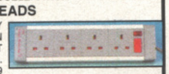
KONIX SPEEDKING ANALOGUE JOYSTICK FOR AMIGA.ENABLES PROPORTIONAL CONTROL ON SUITABLE SOFTWARE. AUTOFIRE
14.99

QUICKJOY FOOT PEDAL FOR AMIGA OR ST **13.99**

MEMORY

512K AMIGA RAM NO CLOCK FOR A500 OR A500+	17.99
512K AMIGA RAM + CLOCK FOR A500 OR A500+	19.99
1 MB A500 PLUS RAM UPGRADE + CLOCK	37.99
1 MB A600 RAM UPGRADE + CLOCK	46.99
4 MB PCMCIA UPGRADE FOR A600 OR A1200. PLUGS DIRECTLY INTO SMART CARD SLOT	169.99
OMEGA FPU + 4 MB RAM FOR AMIGA A1200. SPECIFICATION AS FOR OMEGA RAM BUT WITH ADDITIONAL 68881 FLOATING POINT UNIT FOR MATHS AND GRAPHICS ACCELERATION	209.99

LEADS



ANTI-SURGE 4 WAY MULTIPLUG EXTENSION PROTECTS AGAINST ELECTRICAL SURGES.
24.99

ANTI-SURGE PLUG	12.99
HI-FI AUDIO LEAD - AMIGA/CD32/ST TO STEREO (1.5 METRES, 2 X PHONO PLUGS TO 2 X PHONO PLUGS) CAN ALSO BE USED TO CONNECT STEREO VIDEO TO HI-FI, AND HI-FI SEPARATES TOGETHER	3.99
JOYSTICK SPLITTER CABLE FOR AMIGA OR ST. CONNECTS 2 JOYSTICKS TO 1 PORT	6.99
ROBOSHIFT INTERFACE FOR AMIGA OR ST PLUGS MOUSE AND JOYSTICK INTO ONE PORT	13.99
PORT EXTENSION ADAPTOR FOR AMIGA OR ST (PACK OF TWO) EXTENDS BY 21 CM	6.99
ANALOGUE JOYSTICK ADAPTOR FOR AMIGA ALLOWS ANY 15-PIN PC JOYSTICK TO BE USED WITH GAMES THAT FEATURE ANALOGUE CONTROL	7.99
NULL MODEM CABLE (CONNECTS 2 COMPUTERS FOR HEAD TO HEAD PLAYING ON CERTAIN GAMES SUCH AS POPULOUS, FALCON, KNIGHTS OF THE SKY, FORMULA 1 GRAND PRIX AND VROOM)	9.99
PRINTER LEAD (PARALLEL) 1.5 METRES	7.99
SCART LEAD - AMIGA CD32 TO TV WITH SCART INPUT. REQUIRES TV WITH MANUAL SCART CHANNEL.	9.99
SCART LEAD - AMIGA TO GOLDSTAR TV	9.99
SCART LEAD - AMIGA TO PHILIPS TV	9.99
SCART LEAD - AMIGA TO SAMSUNG	9.99
SCART LEAD - AMIGA TO SONY TV	9.99
SCART LEAD - AMIGA TO TOSHIBA/HITACHI TV	9.99
SCART LEAD - AMIGA TO TV WITH SCART INPUT	9.99
TV LEAD - AMIGA CD-32 TO SVHS TV OR VIDEO	9.99
MONITOR LEAD - CD32 TO CM8833 1084S	9.99
MONITOR LEAD - AMIGA TO CM8833 1084S	9.99
ZYDEC AMIGA POWER SUPPLY (SPECIAL COOL RUNNING TRANSFORMER)	31.99

COMPUTER CARE

CLEANING KIT FOR COMPUTERS (WITH VACUUM)	17.99
DUST COVER FOR 80 COLUMN PRINTER (CLEAR)	4.99
DUST COVER FOR A1200 (CLEAR PVC)	4.99
DUST COVER FOR A600 (CLEAR PVC)	4.99
DUST COVER FOR A500 OR ATARI ST (CLEAR PVC)	4.99
DUST COVER FOR MONITOR (CLEAR PVC)	5.99
MOUSE HOUSE (HANDY PLACE TO STORE YOUR MOUSE)	4.49

CONTROL CENTRES

PREMIER UNI- CENTRE FOR AMIGA. STRONG UNIVERSAL STAND FOR COMPUTER, MONITOR STAND AND SHELF FOR EXTERNAL PERIPHERALS. (COMES FLAT PACKED)	36.99
PREMIER UNI- CENTRE PLUS FOR AMIGA, EXTRA LENGTH VERSION FOR OVERDRIVE AND OTHER PERIPHERALS	42.99

DIGITISERS SAMPLERS SCANNERS

TECHNOSOUND TURBO 2 SOUND SAMPLER REAL TIME SPECIAL EFFECTS. WORKS WITH ANY AMIGA. 1 MB RAM REQUIRED.	29.99
VIDEOMASTER FOR A5OO OR A500+. COMBINED VIDEO DIGITISER AND AUDIO SAMPLER (1 MB)	49.99
ZYDEC HANDY SCANNER FOR ANY AMIGA. 100-400 DPI HIGH QUALITY RESOLUTION, 64 SIMULATED GREYSCALES, INCLUDES DAATASCAN PROFESSIONAL SOFTWARE	95.99

OVERDRIVE CD ROM FOR A1200

NEW CD ROM FOR A1200

EXTERNAL CD ROM DRIVE COMPLETE WITH INTERFACE (PLUGS INTO PCMCIA PORT). RUNS MOST EXISITING CD-32 SOFTWARE, PHOTO-CD, CD AUDIO AND CD+G DISCS. DOUBLE SPEED MULTI-SESSION DRIVE UNIT WITH MOTORISED TRAY LOADING. EXTERNAL POWER SUPPLY ALSO INCLUDED. AMIGA AND CD AUDIO CAN BE MIXED. 1 YEAR WARRANTY.

184.99

THE WORLD'S FIRST PCMCIA SLOT CD ROM DRIVE FOR THE AMIGA A1200.

NEW LOW PRICES

OVERDRIVE V.3 HIGH SPEED HARD DRIVES FOR AMIGA A1200

"THE FASTEST DRIVE EVER REVIEWED BY CU"
3.5" QUALITY IDE HARD DRIVE, AVERAGE ACCESS TIME 12MS, STYLED TO MATCH AMIGA
EASY INSTALLATION - PLUGS INTO PCMCIA SLOT
AQ TOOLS AND 1 YEAR WARRANTY

OVERDRIVE V.3 170 MB EXTERNAL HARD DRIVE FOR AMIGA A1200	229.99
OVERDRIVE V.3 210 MB EXTERNAL HARD DRIVE FOR AMIGA A1200	249.99
OVERDRIVE V.3 250 MB EXTERNAL HARD DRIVE FOR AMIGA A1200	269.99
OVERDRIVE V.3 340 MB EXTERNAL HARD DRIVE FOR AMIGA A1200	299.99
OVERDRIVE V.3 420 MB EXTERNAL HARD DRIVE FOR AMIGA A1200	329.99

INTERNAL HARD DRIVES FOR AMIGA A1200 & A600

HARD DRIVES: HIGH SPEED 2.5" DRIVE, 15 MS ACCESS TIME (APPROX).
1 YEAR WARRANTY. KIT COMPLETE AND EASY TO FIT. DRIVES FULLY PREPARED
NOTE THAT OPENING YOUR AMIGA MAY INVALIDATE THE WARRANTY.

64 MB INTERNAL HARD DRIVE 32K CACHE (CONNER) FOR AMIGA A1200	135.99
64 MB INTERNAL HARD DRIVE 32K CACHE (CONNER) FOR AMIGA A600	135.99
80 MB INTERNAL HARD DRIVE 64K CACHE (IBM) FOR AMIGA A1200	149.99
80 MB INTERNAL HARD DRIVE 64K CACHE (IBM) FOR AMIGA A600	149.99
120 MB INTERNAL HARD DRIVE 64K CACHE (AREAL) FOR AMIGA A600	189.99
120 MB INTERNAL HARD DRIVE 64K CACHE (AREAL) FOR AMIGA A1200	189.99

SCART TV's AND MONITORS

SONY KVM1400 14" FST COLOUR
SCART TV/MONITOR WITH REMOTE CONTROL
60 CHANNEL TUNING, REAR SCART INPUT
HEADPHONE SOCKET, TWO POSITION TILT BLACK
TRINITRON SCREEN, LOOP AERIAL, FREE SCART LEAD

SONY KVM1400 (GREY)	194.99
SONY KVM1400 (WHITE)	194.99
SONY KVM1401BL FASTEXT	244.99

SHARP 14" COLOUR
SCART TV/MONITOR WITH REMOTE CONTROL
40 CHANNEL TUNING, REAR SCART INPUT, ON SCREEN DISPLAY, ON/OFF TIMER, FREE SCART LEAD
SHARP 14" **174.99**

FREE SCART LEAD
(STATE AMIGA, CD32, ST, MEGADRIVE 1 OR 2, OR SNES)

MICROVITEC 1438 MULTI-SYNC MONITOR
FOR AMIGA A1200/A4000 OR PC. COMPLETE WITH STEREO SPEAKERS. 0.28 DOT PITCH RESOLUTION,15 PIN RGB DIN PLUG. AMIGA ADAPTOR PLUG INCLUDED. SUITS ALL AMIGA AGA AND ALL PC SCREEN MODES TO SVGA.
1 YEAR WARRANTY. **299.99**

DISK DRIVES

EXTERNAL 3.5" DISK DRIVE FOR ANY AMIGA WITH SONY/CITIZEN DRIVE MECHANISM. 880K FORMATTED, QUIET, HIGH QUALITY, SLIM LINE DESIGN, COLOUR MATCHED METAL CASE AND LONG REACH CABLE **49.99**

ZYDEC INTERNAL 3.5" DISK DRIVE FOR AMIGA A500 OR A500+ REPLACES EXISTING DRIVE (INVALIDATES WARRANTY) **49.99**

ALFA MEGAMOUSE 400 FOR AMIGA OR ST. 400 DPI, HIGH QUALITY MOUSE
13.99

EKLIPSE MOUSE, MICROSWITCHED 290 DPI FOR AMIGA
10.99

MOUSE MAT WITH SPONGE BACKING
4.99

SPECIAL RESERVE
BRITISH MADE ERROR FREE DISKS

PACK OF 10 SPECIAL RESERVE
3.5" DSDDDISKS WITH LABELS & FREE PLASTIC FLIP TOP DISK BOX ... **5.99**
PACK OF 50 SPECIAL RESERVE
3.5" DSDD DISKS WITH LABELS ... **18.99**

DISK BOXES

DELUXE DISK BOX 3.5" (80) LOCKABLE, DIVIDERS	9.99
MEDIA LIFE FILE DRAWER, STACKABLE 100 CAPACITY 3.5" DISKS	14.99
200 CAPACITY 3.5" DISKS	16.99
30 CAPACITY CD's	16.99

SPECIAL RESERVE
HEAVY discounts
HUGE range

Special Reserve
The Discount Club

FREE - 16 page colour catalogue - just phone

0279 600204

HUGE range of hardware, software, books, peripherals and leads for PC, CD Rom, Amiga, CD32, Sega, Nintendo, Atari, Apple, Sony, Philips and 3DO. All official UK products, all at HEAVILY discounted prices

Order by post, or by phone or come to one of the Special Reserve

CLUB SHOPS

OPEN 10am to 8pm SEVEN DAYS A WEEK

CHELMSFORD - 43 Broomfield Rd around the corner from the bus station
SAWBRIDGEWORTH - The Maltings 200 yards from the train station

Over 200,000 people have joined Special Reserve

ALL PRICES INCLUDE VAT AND CARRIAGE

CD32 SPECTACULAR VOYAGE	240.00
GAMEBOY + FREE KIRBY'S DREAMLAND	39.99
ATARI JAGUAR CYBERMORPH	219.99
PHILIPS CDi 450 INT TENNIS	279.99
PANASONIC 3DO TOTAL ECLIPSE	395.99
SEGA GAME GEAR + 5 GAMES	85.99

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
Members receive our 48-page Colour Club Magazine bi-monthly
Each issue reviews a selection from our extensive range and includes at least £30 worth of coupons for additional savings on top products
Members are under no obigation to buy anything

MEMBERSHIP FEES	UK	EC	WORLD
SIX MONTHS TRIAL	4.00	6.00	7.00
ONE YEAR	7.00	9.00	11.00

ONE YEAR PRICE INCLUDES SIX ISSUES OF THE SPECIAL RESERVE MAGAZINE WITH £180 OF XS COUPONS

Credit Card Sales 0279 600204 10am to 8pm Daily

CHOICE OF SERVICE - PLEASE READ BEFORE YOU ORDER
All prices include VAT and 2-3 working day carriage to UK mainland
Software and peripherals are sent by post, hardware by White Arrow
Please add 40p per posted item if you require first class post
Please add £10 per hardware item if you require overnight carriage
Hardware items (battery or mains) are only supplied to the UK mainland
Allow one or two days for processing and despatch of stock items
All items are individually despatched and may not arrive together
An order confirmation/despatch advice/VAT receipt will follow
Overseas orders must be paid by credit card (no hardware sold overseas)
Overseas surcharge £2.00 per software item or 25% on other items

(BLOCK CAPITALS please)
Name & Address______________________ AFAR

____

________________Postcode________________
If PC please state DISK or CD ROM

AMIGA POWER

Phone No ________________Machine________________

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item ________________
item ________________
item ________________
item ________________

Please use this box to add any **optional** fast delivery charge
1st Class Post 40p per posted item or £10 overnight hardware

ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD EXPIRY DATE ______ SIGNATURE ______ SWITCH (ISSUE NO______)

Cheques payable to: **SPECIAL RESERVE at**
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 0279 726842

Inevitably some games listed may not yet be available. Please phone sales to check availability before ordering. We reserve the right to change prices and offers without prior notification. PRICES CORRECT AT TIME OF GOING TO PRESS. 25.8.94 E.& O.E. Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

SAVE £2.00

NEW MEMBERS - THIS VOUCHER IS WORTH £2.00. JUST DEDUCT £2.00 OFF THE PRICE OF ANY ONE ITEM ORDERED AS YOU JOIN FOR ONE YEAR OR MORE. USE BY POST OR BY PHONE ON 0279 600204. Offer applies to Memberships of one year or over, bought before October 30th 1994

THIS IS... AMIGA POWER

AMIGA POWER

ISSUE 42 OCTOBER 1994

MASTER OF ALL HE SURVEYS
Jonathan Davies
EDITOR (ONLY NOT QUITE)
Cam Winstanley
UPWARDLY MOBILE
Steve Faragher
HAROLD JOACHIM
Jonathan Nash
WILL O' THE WISP
Paul Mellerick
ART EDITOR, WE RECKON
Sue Huntley
ART ASSISTANT AND NUMBER ONE PORTISHEAD FAN
Sarah Sherley-Price
HELPING OUT IN HIS HOLS
Rich Pelley
AD MANAGER
Jackie Garford
DEPUTY AD MANAGER
Louise Woods
SALES EXECUTIVES
Diane Clarke, David Matthews
AD DESIGN
Liz Tuck
PRODUCTION CO-ORDINATOR
Craig Broadbridge
GROUP PRODUCTION MANAGER
Judith Middleton
PRODUCTION CONTROLLER
Claire Thomas
PRODUCTION CONTROL ASSISTANT
Megan Doole
PAPER CONTROLLER
Fiona Deane
ADMIN ASSISTANT
Suzannah Angelo–Sparling
(THAT'S A FUNNY NAME, ISN'T IT?)

AD DESIGN
Michelle Trewavas

PUBLISHER: **Steve The Publisher**
MANAGING DIRECTOR: **Greg Ingham**
CIRCULATION DIRECTOR: **Sue Hartley**
OWNER FOR THE TIME BEING: **Chris Anderson**
LINO & SCANNING: **Simon Chittenden, Jon Moore, Chris Stocker, Simon Windsor, Jason Titley, Mark Gover**
COVERDISK: **Grants Computing**

EDITORIAL & ADVERTISING
Amiga Power,
Future Publishing Ltd,
30 Monmouth Street,
Bath BA1 2BW
Tel 0225 442244
Fax 0225 446019

SUBSCRIPTIONS
Cary Court, Somerton, Somerset
TA11 6TB Tel 0225 442244

AMIGA POWER IS PRINTED IN THE UK, AS IS TOTAL

A member of the Audit Bureau of Circulations
ABC Registered circulation
54,124
July – Dec 1993

THE MORAL OF THE STORY IS:
The wind can't wibber back.
© Future Publishing 1994

12 TRUE STORIES Or as it should be called this month, True Previews. Because? Well, because it should.

24 DIARY OF A GAME Sensible Software continue their never dull and occasionally lucid tale of an epic golf game in the making.

26 GAMES VERSUS REALITY What's so great about the real world anyway? We see how it fares against the Amiga – scientifically.

61 WIN A DATE WITH FATE At dreamy Alton Towers in dreamy Empire's dreamy *Dream Web* compo. And maybe they'll have finished the game by next month. Grrrr.

62 HEY YOU GROOVY CATS... Catch the trend that's sweeping the country like a giant, friendly tidal wave. SUBSCRIBE to AMIGA POWER and lots of good things will happen to you. You'll get groovy free things like a coveted AMIGA POWER O. Man.

64 COMPLETELY FAB Those are the two choice words top tipster Rich Pelley used to describe the monthly helpathon that is the one and only COMPLETE CONTROL.

72 BACK ISSUES/MAIL ORDER Can YOU spot the subliminal messages we've planted to convince you to buy our merchandise?

80 HI HO HEY NOW NONNY NONNY SILVER LINING Reviews of all the latest CD32 converts, only this time in Chaucerian English.

85 PUBLIC DOMAIN Cheap, very cheap and occasionally downright free games.

88 DO THE WRITE THING Containing fact, fiction, comment and venomous personal attacks on various AP team members. It's riveting.

91 THE BOTTOM LINE All the releases of the last year, in exciting alphabetical order!

96 THE SECRET CAVERN Reader ads scented with a delicate hint of nostalgia.

98 THE BREAKFAST SANDWICH Exclusive first review of the mother of all bread-based snacks.

WELCOME TO AMIGA

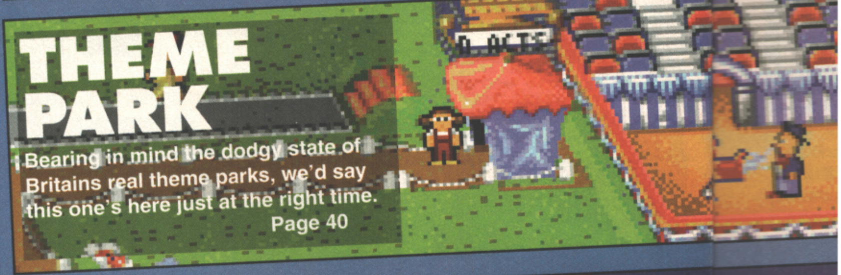
Hello. This is where I'd normally tell you how great this issue of AMIGA POWER is. But I've been in Cornwall all month, on holiday, and everyone else wrote it while I was away. So for all I know it could be absolutely terrible. Crumbs. Let's hope not, eh? And let's hope, in particluar, that

they have
horrible a
they have
them a po
them bac
Jona

GAMES OF THE

SUPER STARDUST

A whole new experience or just an A1200 rehash of the original *Stardust*? Read it and weep.
Page 31



THEME PARK

Bearing in mind the dodgy state of Britains real theme parks, we'd say this one's here just at the right time.
Page 40

RUFF 'N' TUMBLE

Cute kid with a gun in platform based *Turrican* inspired blastoid fun. Whoop whoop.
Page 36

STOP PRESS!

SEND US A DISK!

And win some games!

Peep behind the disks on the cover and you'll find a special blank disk label. But why? If you write your name and address on it, stick it on to a disk containing ANYTHING YOU THINK WE MIGHT LIKE, and send it to You'll Like This, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW by 15th October 1994, you could win a large pile of games. The winner will be announced on the last day of the incredible Future Entertainment Show (that's 30th October) at Earl's Court. Our pre-emptive FES coverage begins on page 14.

MO
TO
TIC
TH
CA
As I
imag
mor
Pag

JONATHAN NASH WOULD JUST LIKE TO SAY: "If she could be anybody, why can't she be somebody?" **CAM WOULD JUST LIKE TO SAY:** "I think I'm going to faint." **SARAH WO**

JONATHAN WOULD JUST LIKE TO SAY: "Don't ever go to Jamaica Inn." **SUE WOULD JUST LIKE TO SAY:** "Errm." **STEVE F WOULD JUST LIKE TO SAY:** "Rumours of my death have be y exaggerated."

OVER 157

USES OF 'THAT' WORD IN GOODFELLAS

GAOWER

they haven't said anything horrible about me in it. Oh, I bet they have. And I even sent them a postcard. And brought them back sticks of rock. Gits.

Jonathan Davies, Editor

IE MONTH

ank

HT

ould

WIN!

MORE ALTON TOWERS TICKETS THAN YOU CAN IMAGINE!

As long as you can't imagine anything more than ten.
Page 61

GAMES REVIEWED THIS ISSUE

OCTOBER 1994

FULL PRICE

Battletoads-----------------51
Detroit ----------------------50
Ruff 'n' Tumble ------------36
Super Stardust A1200---31
Theme Park A1200-------40
Top Gear 2 A1200 --------45

CD32

Battle Toads ---------------80
Jetstrike --------------------55
Myth -------------------------80
Out to Lunch ---------------81
Simon The Sorcerer------52
Superfrog -----------------81

BUDGET

E-Motion---------------------78
Epic---------------------------76
Out Run----------------------77
Populous 2------------------76
Shuttle-----------------------77
Sim Classics ---------------78

PD

Formula 1 Challenge-----85
Fortress ---------------------86
Multiplayer Yahtzee -----85
Pillmania --------------------86
Quingo ----------------------85
Steward's Enquiry--------86

COMING SOON

Ambermoon ----------------58
Dream Web ----------------58
Overlord -------------------58
FIFA Soccer ---------------58
Mutant League Hockey -58
Jungle Strike --------------58
Theme Park ----------------58
A bigger, better -----------58
Sunnier, happier ----------58
Brighter tomorrow -------58

SARAH WOULD JUST LIKE TO SAY: 'I'd like the meat of a lamb.'

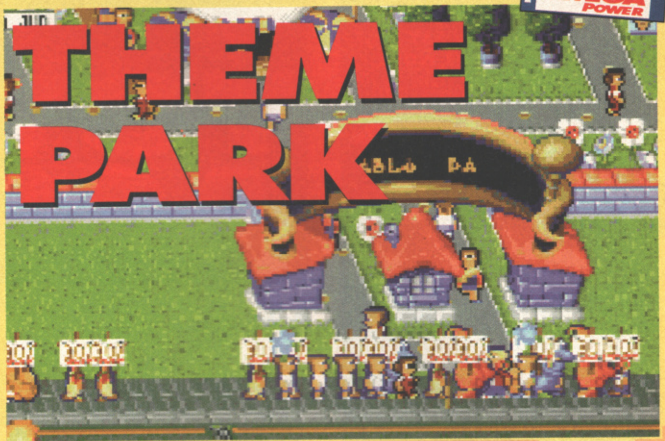
th have bey exaggerated." **PAUL WOULD JUST LIKE TO SAY:** "Let's play that song one more time."

disk 42

The more numerically astute of you will have noticed that there's a 50% increase in the number of disks this month. That's 50% more plastics, ferrous oxides and metals used in the production of this mag. So next time you stare up at the hole in the ozone, think AMIGA POWER.

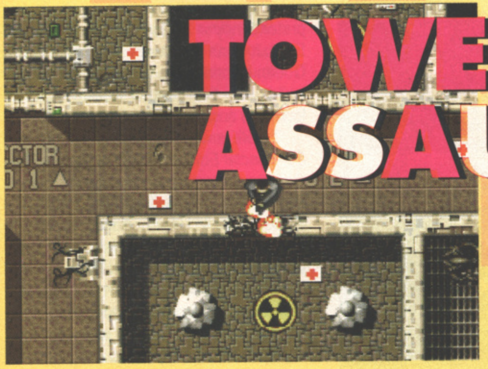
disk 42
AMIGA POWER

INTRODUCING DISK 42



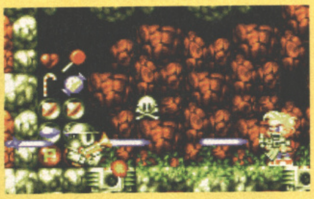
THEME PARK

We may have reviewed the A1200 version of Bullfrog's astonishing new sim game, but we're caring and thoughtful enough to present you with the A500 version. There's enough Chickenmen, ice cream shops, bouncy castles and everything else to set up your very own tiny theme park. Just add screaming kids and the smell of vomit for added realism.



TOWER ASSAULT

Absolutely everyone must have bought *Alien Breed* by now, even people without Amigas. So it's just as well Team 17 have produced this fab demo of the sequel.

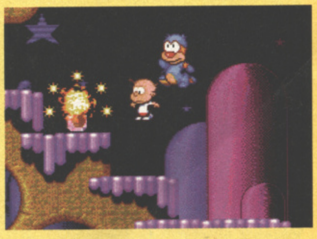


RUFF 'N' TUMBLE

Conclusive proof that children and firearms DO mix. Move over Mothercare, Renegade are in charge now. Oh yes.

BUBBLE AND SQUEAK

A1200 only antics with a small boy and his friend, a large blue, um, thingummy-bob.



GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 42, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll gouge your eyes out with wellington boots, a lot.

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

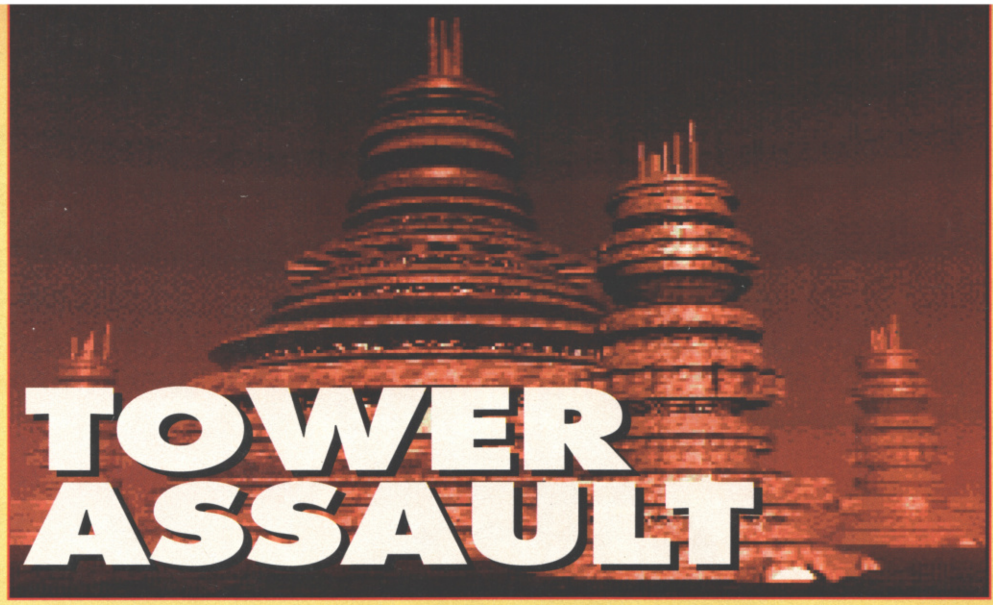
- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 42 Returns
DisCopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to DisCopy. Please.



TOWER ASSAULT

Publisher: Team 17

A1200

Let's be honest – the *Alien Breed* games are 'unofficial' licences of *Aliens*. All those dispensable marines with impressively large guns, all that grubby metal/sticky podule scenery, all those – and here we have to be brutally frank – aliens: the parallels are unarguable. This is not, of course, a bad thing, and gives everyone a chance to shout exciting phrases from the film and pretend they're Hudson (the famous English dwarf who was court jester to Queen Henrietta Maria) and Hicks (the well-known 19th century Quaker) and look cool and everything.

Here is what happens in *Alien Breed 2 – Special Edition: Tower Assault – The Demo*: you run around and shoot things, and escape. To stop you doing this, some aliens will try to kill you. So you shoot them, and then escape. Fast. The theme, you see, is 'shooting'. And 'escaping'.

What we have here are two entirely new levels that don't appear in the finished game or anything, and which sort of pack all the best bits into one stomach-crushingly intense, unremittingly vicious, Gatling gun-a-go-go extraterrestrial lifeform terminate-o-thon.

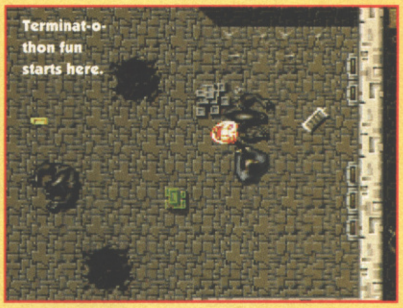
LET'S ROCK

Each of the levels follows the same basic pattern – you must destroy all the 'security installations' (big round things) before fleeing in terror to the lift, because the 'security installations' are the only things preventing the floor of the tower you're on from exploding in a massively destructive yet architecturally considerate fashion. But you'll be horrified just how quickly 20 seconds can flit by after shooting the last 'security installation' before the floor blows up, so a fair tip would be to find the lift and steadfastly leave the 'security installation' nearest to it until last.

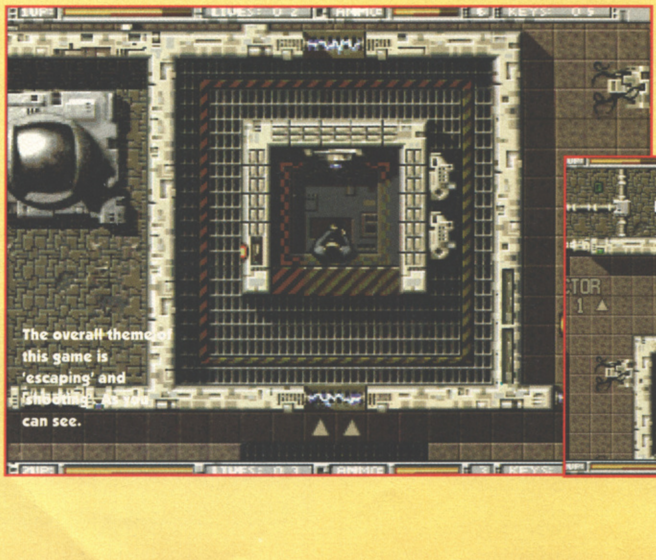
Level two adds the side-splitting complication of the aliens "cutting the power" (as Ripley, the American social reformer and literary critic, says in the film), leaving you to play by the feeble cone thrown out by your typically cost-cutting marine-issue lamp. You still get all the aliens and 'security installations' and 20 second dashes for the lift, though. Frightening stuff.

Controls are spectacularly obvious, with 1 or 2 starting a one- or two-player game (the latter being highly recommended as you really haven't a chance on your own) and the addition of M for a map of the level, P for pause, and LEFT SHIFT for 'retreat' mode (which means you can back away while firing at pursuing aliens). Two-button joystick owners can use the second button for 'retreat' mode, or hold it down for the map, while CD32 joypad people can use the red button for shooting, the blue button for 'retreat' and the blue button (but held down) for the map.

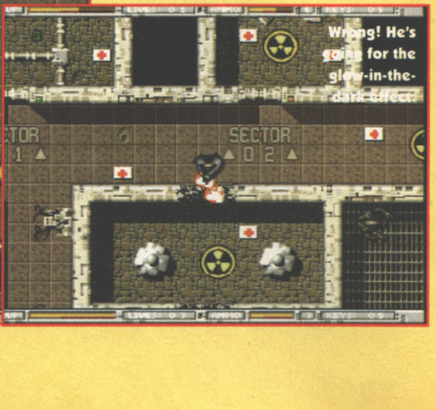
Things to watch out for (apart from the aliens, natch) are one-way doors (the arrows on the floor indicate the direction of travel) and radioactive areas which sap your strength all the while you're in them. They're marked boldly with big yellow circles for maximum visibility, and there are medi-packs scattered around, so you should at least be able to get through safely if only to die 30 years later of cancer, but there you go. It's a tough life in today's assault corps.



Terminat-o-thon fun starts here.

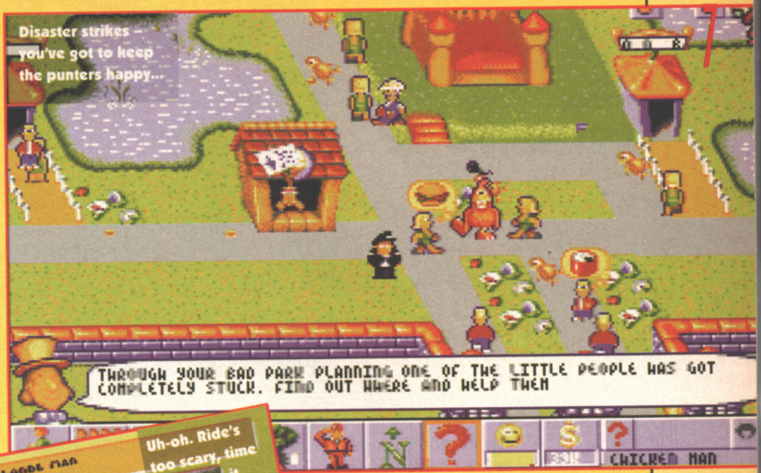


The overall theme of this game is 'escaping' and 'shooting', as you can see.



Wrong! He's going for the glow-in-the-dark effect.

THEME PARK


Disaster strikes – you've got to keep the punters happy...

THROUGH YOUR BAD PARK PLANNING ONE OF THE LITTLE PEOPLE HAS GOT COMPLETELY STUCK. FIND OUT WHERE AND HELP THEM

Publisher: Bullfrog

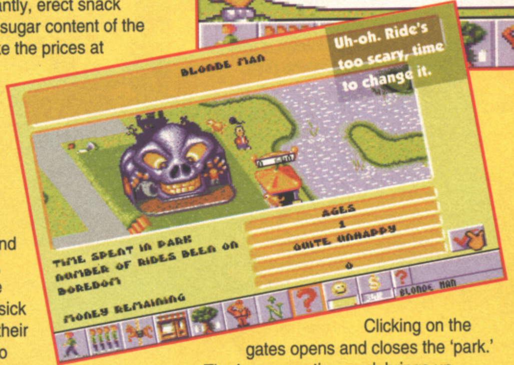
Here is what happens in *Theme Park:* because we, the Hesiodic theogony that is AMIGA POWER, suffer no invented language but our own, we spurn the blundering Americanism of the name and instead officially rename the game *Fairground.* You know we're right. We also condemn the game's sinister commercial sponsorship by a Well-Known High Street Bank, and remind you, our beloved readers, that it is your duty to ASSERT YOUR INDIVIDUALISM and DESPISE AUTHORITY. But anyway.

PHILOSOPHY

Theme Park is, of course, *Populous* at the fairground. The idea is to build up a 'park' of fantastic proportions, entice thousands of people to come and have a go on the rides, and make stunningly large amounts of money. You do this by exerting a ghastly supernatural influence over the tourists and staff in your dominion, messing with their minds so they obey your commands, but at the same time finding yourself a slave to their desires and purveyor of their needs. Who is the god? Who is the subject? *Theme Park* forces you to question the traditional conclusions of the oppressor/oppressed ethic. And you thought it was just a fun game about bouncy castles. You shallow fools.

There's actually a tutorial in the demo, which more or less covers everything you need to know in a gently accessible manner, but because we, the mightiest beings ever to produce a magazine, are supremely arrogant (and not without good cause) we shall now describe the game after our own inimitable fashion.

By clicking on icons in the approved manner, you can place rides, lay paths between them, allow for queueing on the popular attractions, allocate maintenance workers to clear up litter and fix broken rides, unleash chicken men to amuse bored tourists, and, most importantly, erect snack stands, fiddle the sugar content of the ice-cream and hike the prices at critical moments. Everything is interconnected, so by over-sugaring the ice-cream you could cause people to get hyperactive and go on more rides, but they'd also be more likely to be sick and drop litter in their stunned state. (So you'd then build more toilets, but not too near the ice-cream stands otherwise business would be adversely affected, and anyway you now need some signposts showing people where everything is, and some extra maintenance blokes, and so on and so on). The tourists have little thought bubbles that reflect their general state, and the trick is to keep as many people happy as possible.


Uh-oh. Ride's too scary, time to change it.

BLONDE MAN

AGES
1
QUITE UNHAPPY
0

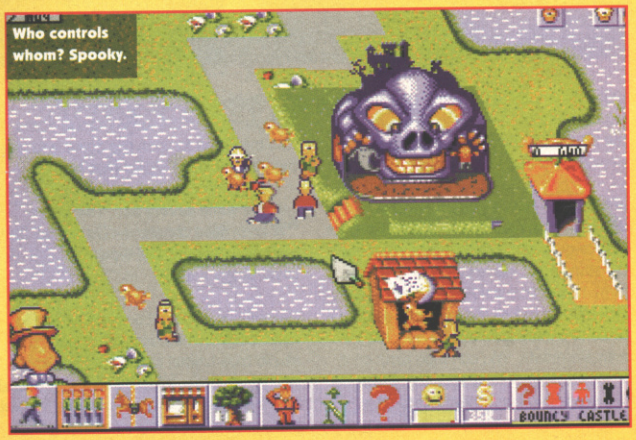
TIME SPENT IN PARK
NUMBER OF RIDES BEEN ON
BOREDOM
MONEY REMAINING

The demo only lasts for three game years, and you've only got three rides and three types of shop, but that's still enough to build a horribly complicated interlinked causal reality sort of affair. Apparently the full game is so well-balanced that they used it to simulate Euro Disney and so proved it would go bankrupt in ten years, or something. But would they listen? Truly, computer games are better than life. This is an obvious lie.

Clicking on the gates opens and closes the 'park.' The large question mark brings up information about your rides, shops and staff, and a good rule of thumb is to have less staff than tourists. No, really. We had a fairground with about 50 chicken men, who just scared away the tourists. Far more entertainingly, if you click on the question mark and then on a tourist, they'll shout either, "Hurrah!" or, "Boo!" depending on how well you're doing.

The demo always starts with the tutorial, which neatly shows you what goes where (follow the 'recommendation' exactly by placing your ride on the ghost image, otherwise the game just sits there – this caught us out with hilarious consequences) but does mean you end up with a bouncy castle in the middle of your 'park.' Clicking on the date box (the white box at the top left of the screen) brings down the main menu, from which you can restart the game to skip past this introductory bit and build from scratch.

Lawks, it's complicated. But you pick it up easily (you do, you really do) and it's terrific fun. Especially when you make everyone sick but refuse to build toilets, and then close the gates to prevent them leaving. A-ha ha ha.


Who controls whom? Spooky.

THE ICONS

By clicking on the small question mark icon, then clicking on another icon, you'll be told what that icon does. It's far easier to refer to a list showing everything at once though, so here's one we made earlier.

LAY PATHS. Paths should, fairly obviously, connect rides, otherwise people won't be able to get to ride them.

FORM QUEUE. If the maximum number of tourists is using a ride, others can't join. So you need a queue. Pop a chicken man by a queue as well, to keep the tourists entertained. You know it makes sense.

BUILD A RIDE. There's a choice of three in the demo – the bouncy castle, the ghost house and the whirling teacup ride.

BUILD A STAND. There are two in the demo – an ice-cream stand and a balloon shop.

HIRE STAFF. Handymen, mechanics, chicken men and, more ominously, armed guards. Or possibly they're not armed.

ADD SCENERY. You can only sink lakes in the demo. But they're awfully pretty lakes.

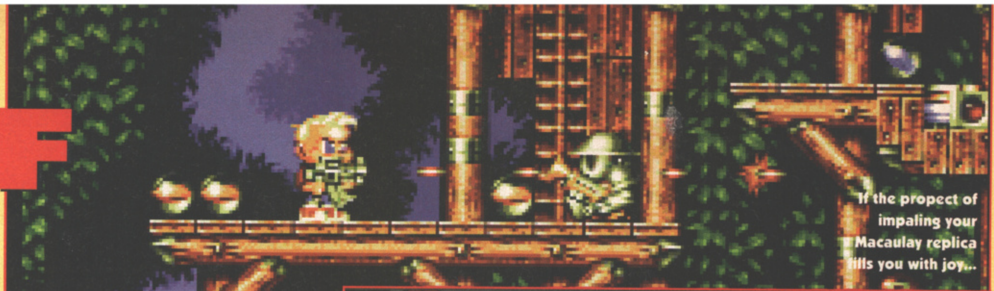
BIG MAP. Get a more global vision of the whole 'park.'

QUESTION MARK. More information on the options.

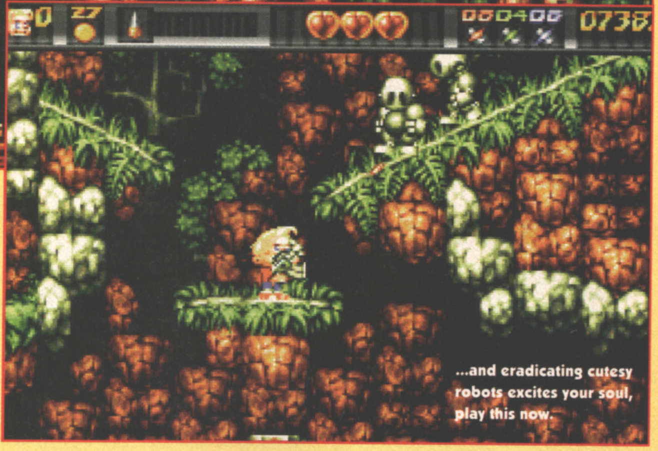
TOURISTS. Who they are, where they are, and what they're thinking.

BANK BALANCE. Er, get a bank balance, and get some money in it.

RUFF 'N' TUMBLE



If the propect of impaling your Macaulay replica fills you with joy...



...and eradicating cutesy robots excites your soul, play this now.

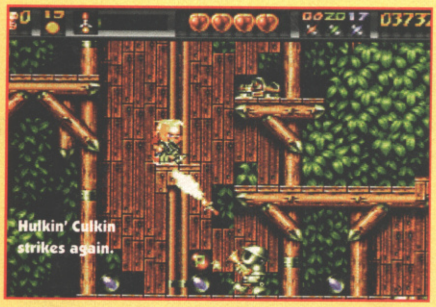
Publisher: Renegade

Here is what happens in *Ruff 'n' Tumble*: you play a small child who looks like Macaulay Culkin, runs around a forest and kills monsters with accurate bursts of deadly machine-gun fire. The disadvantage of the character looking like Macaulay Culkin is that you're playing a character who looks like Macaulay Culkin, but the advantage of playing a character who looks like Macaulay Culkin is that you don't in the least care when he dies.

The demo's the whole first level, which is a big thing, and the idea is to collect all the marbles (because, that's why) and find the exit (vaguely upwards and rightish from your start position). The perplexing mixture of cuteness and appalling violence extends to the monsters, who sport outlandish metallic suits, attempt to butt, shoot or squash you relentlessly, but when they stagger back, fall to sitting down and look charmingly silly when you pepper them with slugs.

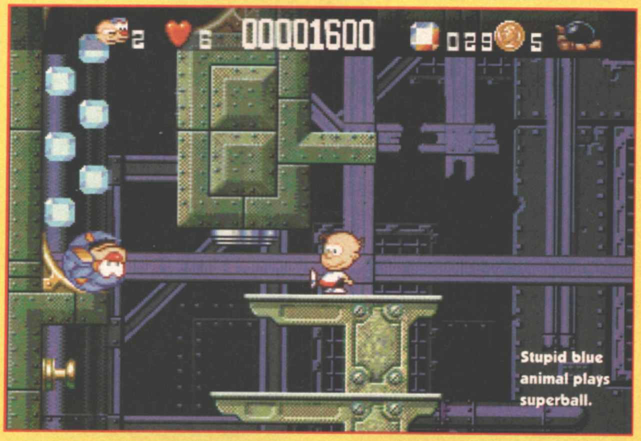
There are all the usual extras you might expect – weapon power-ups, energy gobstoppers, hidden areas and restart points (disguised cunningly as large blocks emblazoned with chevrons), and you can blaze away in all directions by holding down Fire and then moving the joystick. You'll love it, if only for the deeply satisfying opportunity of running Macaulay Culkin on to some spikes, watching him squeal and writhe in terror and hurrying him along to plummet slack-mouthed to his well-deserved doom.

And don't take any notice of the A1200-only message on the loading menu – that's just an ingenious practical joke we've added on at the expense of people who don't read the instructions down to the last dot of the last paragraph. (*Or possibly a ghastly mistake on behalf of the disk compiler. – Ed*)



Hulkin' Culkin strikes again.

BUBBLE AND SQUEAK



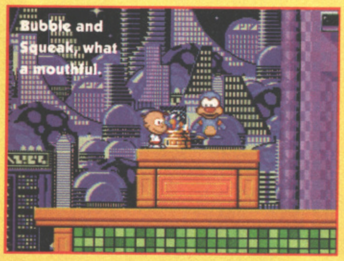
Stupid blue animal plays superball.

Publisher: Audiogenic

A1200

Here is what happens in *Bubble and Squeak*: the characters, unlike, say, the kiwi in *New Zealand Story*, kick up no fuss about drowning. They stand there, smiling broadly, bubbling gently, right up to the point where they suddenly look alarmed and die. This is, however, no excuse to deliberately leave them submerged. It's not big or hard or clever.

The *Bubble and Squeak* demo comprises three levels from the latter part of the game that rated a solidly entertaining (if exasperatingly fiddly and frequently unfairly fearsomely difficult) 77% in AP40, so they're pretty tough. Playing the small child undergoing a course of chemotherapy (even Audiogenic are somewhat unclear about who's Bubble and who's Squeak), you have to get your stupid blue animal to the striped pole at the end of the level, whereupon you both shake hands and escape. But no normal stupid blue animal this. Nor are you an ordinary small child undergoing a course of chemotherapy. Bear in mind the following startling facts:



Bubble and Squeak, what a mouthful.

1 The stupid blue animal is your friend. By pressing Down you tell it either to "Come on!" or to "Wait here!" While waiting, you can kick the stupid blue animal (by pressing Fire), use it as a platform, or get it to throw you in the air (by standing in front of it and pressing Up and Fire together).

2 Bubble-gum is good. Shooting monsters reveals coins. Coins pay for bubble-gum at the bubble-gum machine (by standing to the left of it and pressing Fire). If you have paid enough, you can press Down to kick the machine, flinging a piece of bubble-gum into the stupid blue animal's mouth. You can then jump on it to form a powerful mutant thing. Press Up to diverge into constituent forms. The RSPCA'll be onto you soon...

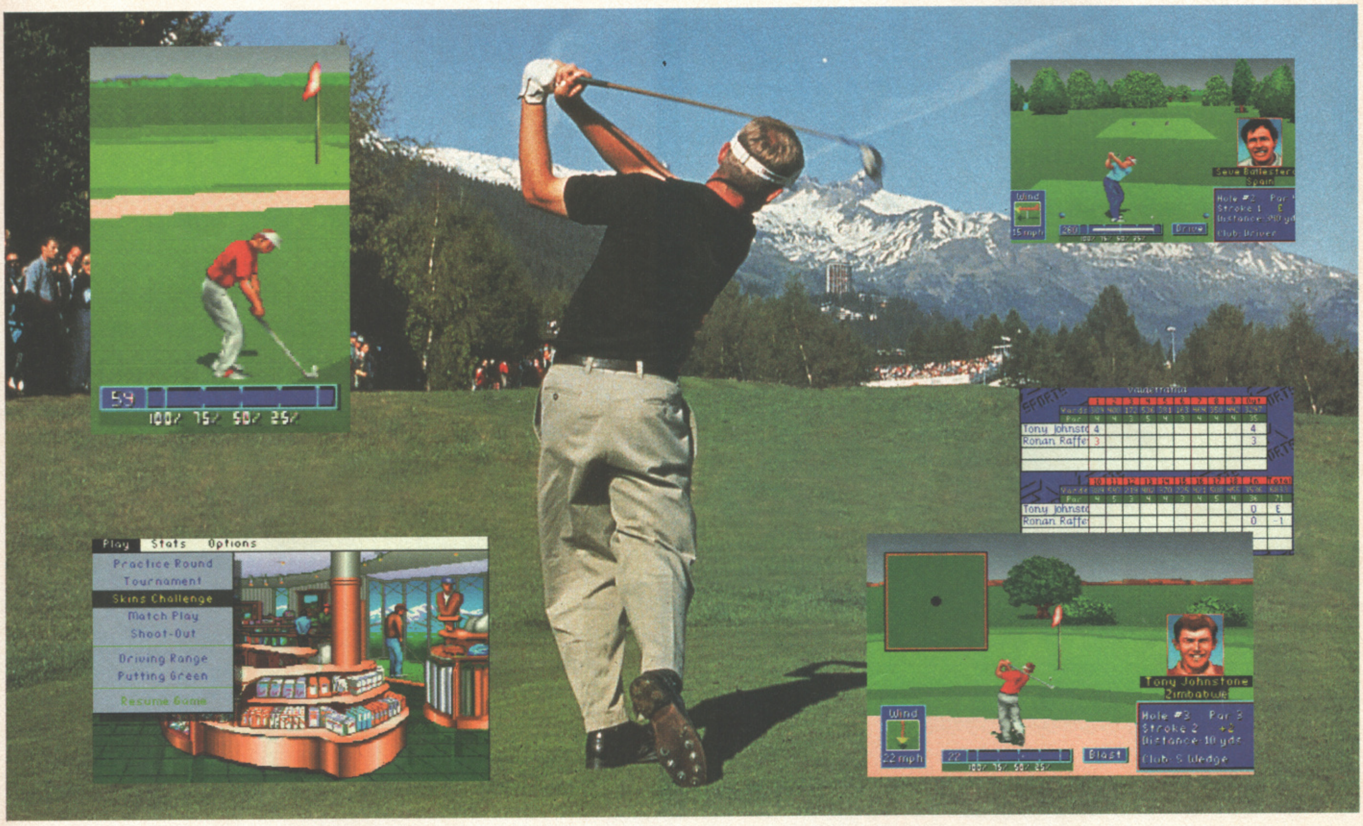
3 Gems are good. As well. Collect gems. Find the large orange dome. Use the gems to open the dome and free the trapped small stupid blue animal.

4 But water is very bad. The water level rises constantly. Do not fall from high ledges or you will drown. Disturbingly happily.

Remember – it is not enough for you to succeed. You must also shoo along the stupid blue animal to finish a level and not, for example, push it into a corner and kick it repeatedly in order to make it mewl piteously. You fiends.

PGA EUROPEAN TOUR

PGA EUROPEAN TOUR


59
100% 75% 50% 25%
Seve Ballesteros
Spain
Wind
15 mph
280
Drive
Hole #2 Par 4
Stroke 1 E
Distance 280 yds
Club: Driver
Valderrama
Tony Johnstone
Ronan Rafferty
Play
Stats
Options
Practice Round
Tournament
Skins Challenge
Match Play
Shoot-Out
Driving Range
Putting Green
Resume Game
Tony Johnstone
Zimbabwe
Wind
22 mph
22
Blast
Hole #3 Par 3
Stroke 2 +2
Distance 10 yds
Club: S Wedge

Available for your
AMIGA A500, A600, A1200.

if
it's in
the GAME,
it's in
the GAME™

EA SPORTS™

ocean®

All tournament names and logos are the property of their respective owners. EA SPORTS, the EA SPORTS logo, 4 way play, the 4 way play logo and "IF IT'S IN THE IN THE GAME, IT'S IN THE GAME" are all trademarks of Electronic Arts. PGA European Tour is a trademark of PGA European Tour and PGA TOUR is a registered trademark, and are used by permission.

OCEAN SOFTWARE LTD . 2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ . TELEPHONE: 061 832 6633 . FAX: 061 834 0650

Access Show Features

Theatres

Coin-ops

Games Arcade

The Next Generation

CD-ROM Today

The Future is almost here!

World Exclusive! Ultra 64 Revealed!

That's right. This year's FES will feature the World premiere of possibly the most eagerly awaited piece of new gaming technology for years. Nintendo's all-powerful Ultra 64 will be at the show in arcade-format. And you'll actually be able to play it!

Machines of the Future

Only at the FES show will you be able to get your hands on the very latest in interactive entertainment. We've been working round the clock to assemble an all-star cast of new machines. And it's all gone rather well...

Player 1
113
14
055
Pearl
00300

Leading the assault of the next generation of interactive technology is the 3DO. You've seen the screenshots, you've seen games magazines go crazy about it and now you get a chance to play it for yourself. We'll have machines available for you to use and there'll be plenty to buy for great prices!

Philips will be unveiling their new CD-i machine and a radical line of new thrilling programs - come along and judge for yourself!

Coin-ops

As well as all this great stuff, there'll be a host of top-of-the-range coin-ops at the show for you to play. There will be Daytona, Virtua Fighter, Rad Mobile, all the new Streetfighter versions, Ridge Racer, a stack of Neo Geo hits and plenty more besides.

National Games Championship Final

Only at the FES can you see the very cream of Britain's gaming elite fighting for the title of National Games Champion. They've been battling it out in rigorous qualifying stages all through the summer at Future Zone stores. On Saturday 29th, you can see the final of this gladitorial contest.

Theatre

The focal point of this year's FES will be the theatre areas, packed to bursting point with great items put together by the editors of your favourite magazines. There'll be top programmers debating hot issues and demoing their new games. There'll be exclusive previews of forthcoming Christmas hits. You'll also be able to come along and test your mettle against some of the best games players in the country.

Super
Games Master
PC Gamer
Total!
Amiga Power
Sega Power

See it first at...

Earls Court 2, London 26th-30th October

The Future Entertainment Show

Earls Court 2
26th – 30th October 1994

CD–Rom • Amiga • PC • CD–i • Consoles

See the future!

You've read about the next generation of consoles – at The Future Entertainment Show you'll be able to play them

Get inside information

Meet the world's best games designers and see their Christmas blockbusters in development

Try it yourself!

Play the newest games, get your hands on the latest kit and experience the incredible releases available on CD-ROM

Pick up a bargain!

Get yourself top of the range machines, games and peripherals at staggeringly stupid prices

Tickets on the door £7, in advance £6.
Save time and money – book now!
Ring our hotline number: 0369 4235
or fill in this coupon:

National Games Championship

Sponsored by

Future ZONE
GAMES CENTRE
the uk's no.1 specialist in computer and video games

Finals to be held at the Future Entertainment Show – Saturday 29 October

Please reserve the following tickets for me:
Advance booking £6 each
Number required ☐ **Ticket Total £**________
Save 50p - pay £1.50 now and reserve your showguide for collection on the door.
Please tick box if required ☐ **Grand Total £**________

Method of payment: (please tick)
☐ Cheque (payable to Future Entertainment Show)
☐ Access ☐ Postal Order ☐ Visa

Credit card number: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Expiry date: ☐☐☐☐

☐ Please tick here if you do not wish to receive direct mail from other companies
Name ________________
Address ________________
____
Postcode ________________
Date / /94
____
____
Tel ________________
Signature ________________

Please note that the tickets will be sent to you eight weeks before the Show. Please return this form and your payment to the address below

The Future Entertainment Show, PO Box 9, Dunoon, Argyll PA23 8QQ AP10

TRUE STORIES

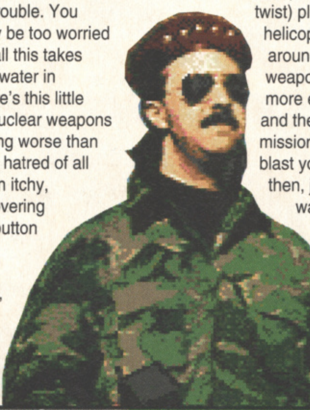
Autumn – season of mists and mellow... gamefulness. Yep, gilded summer days may be gone, but there're lots of news stories bearing fruit here at AP.

LET'S GET READY TO RUMBLE (... IN THE JUNGLE)

AMIGA POWER PREVIEW

Game: Jungle Strike
Runs on: A500, A600, A1200, CD32
Publisher: Ocean
Authors: Stuart Johnson
Price: £25.99 – £27.99
ETA: October

Typical, you spend all that energy, all that time and all those resources putting the world to rights and disposing of an evil megalomaniac in *Desert Strike*, only to find that he had an equally mad, power-crazed son (Kilbaba Jr.) who has teamed up with a – gasp– South American drug lord and is hell bent on causing a lot of trouble. You wouldn't normally be too worried about this, after all this takes place across the water in America, but there's this little matter of some nuclear weapons and there's nothing worse than a madman with a hatred of all Americans and an itchy, nervous finger hovering over the big red button (and no, I'm not talking about Bill Clinton). And this, folks, is the plot behind *Jungle Strike*. Not exactly complicated, now, is it?



Of course, you don't have to worry too much about the storyline because this is only a game. Still it's also a sequel which means you're all already familiar with the principle of the game (and if you're not, I'm in trouble) and you'll just want to know about all the new bits and why you should be very excited about playing this game. Well, read on true believer and I shall reveal all that I have discovered thus far...

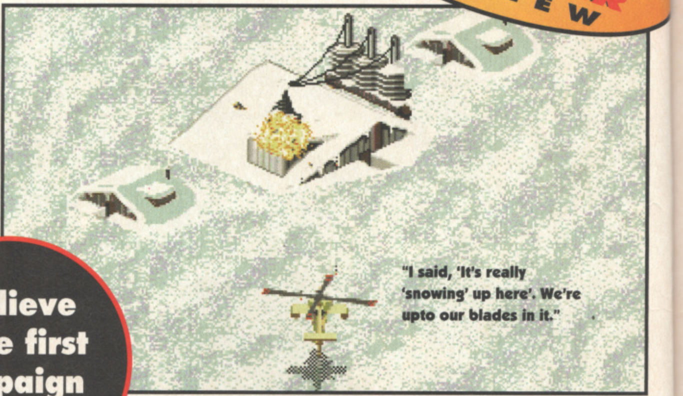
For a start, in the best sequel-to-a-shoot-'em-up style, the basic gameplay is the same; a lovely large overhead (with a slight 3D twist) play area, a helicopter to fly around in and loads of weapons to fire at loads more enemies. Oh yeah, and there're loads more missions and campaigns for you to blast your way through as well. But then, just when you thought this was going to be more of the same, along comes the chance to hop into a different vehicle – a change is a good as a rest, as my old Nan always used to say. But what vehicles can you get your sticky fingers on?

> "Relieve those first campaign blues"

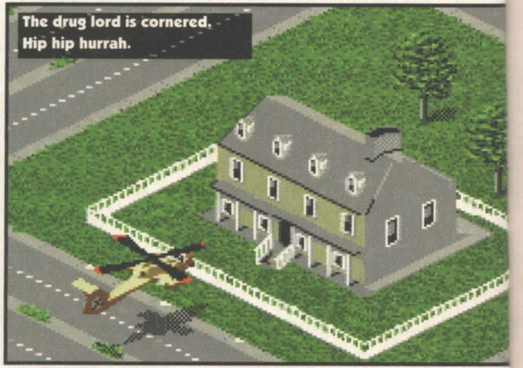
Well, how about a Hovercraft, or a Motorbike, or even a top-secret (so how on earth would I know how to fly it?) F117-A Stealth Bomber. There, that's exciting isn't it? All the extra vehicles use the same control method as the helicopter, so there's no need to learn a whole new control set-up, but each vehicle does have its own little nuances that will take some time and a lot of practice to master. The game is also a lot tougher than the first *Strike*, with a total number of missions nearing the fifty mark, and a few very strange terrains for you to cope with as an extra bonus. You can also take the missions of any campaign in any order you like, effectively opening up hundreds of different strategies to finishing a campaign. And to add even more option-type fiddly bits to the proceedings, there are now several co-pilots to choose from, each with their own skills, which you have to choose according to your own strengths and weaknesses.

The whole game is nicely rounded off with a password system to help relieve those first-campaign blues and as you can see, even this early on, the graphics are looking pretty damn cool. There will be the usual three versions of the game for A500/A600, A1200 and CD32 and it's due to hit the streets sometime around October. So start saving...

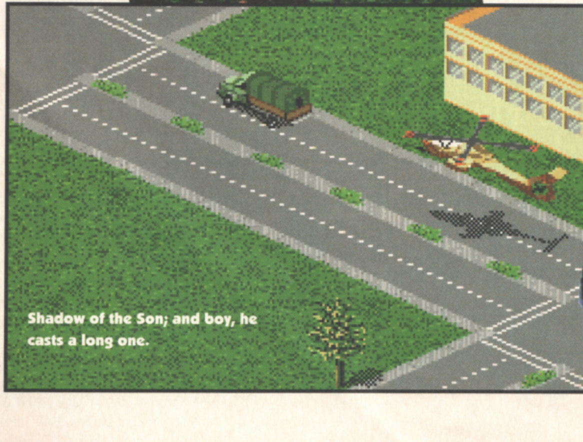
● *PAUL MELLERICK*



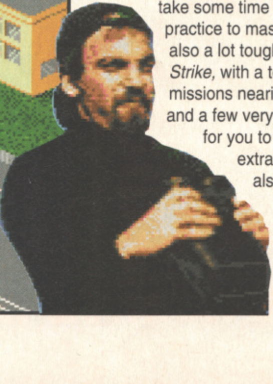
"I said, 'It's really 'snowing' up here'. We're upto our blades in it."



The drug lord is cornered. Hip hip hurrah.



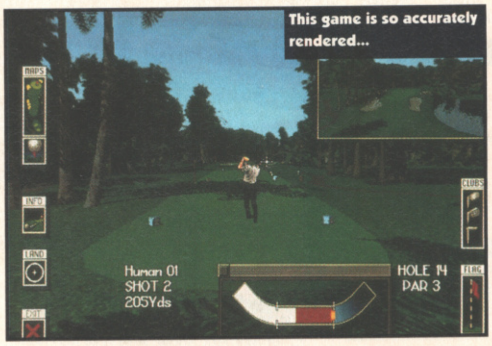
Shadow of the Son; and boy, he casts a long one.

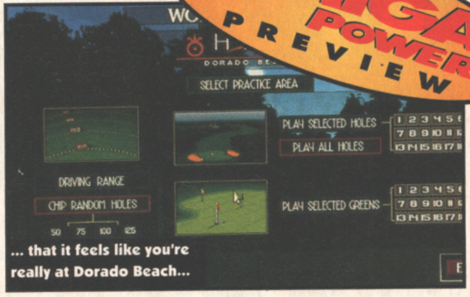


WORLD CUP GOLF

AMIGA POWER PREVIEW

Game: World Cup Golf
Runs on: CD32
Publisher: US Gold
Authors: In House
ETA: Christmas


This game is so accurately rendered...

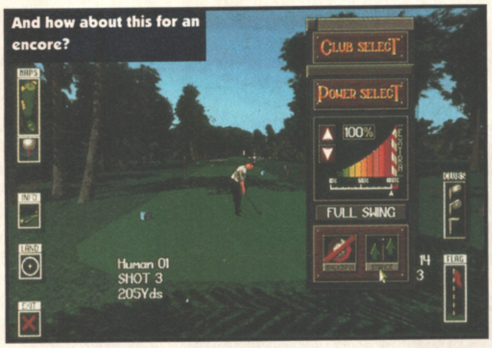

... that it feels like you're really at Dorado Beach...

Ever since the CD32 came out, there've been games that have claimed the title of being CD32 only. *Diggers* reckoned it was so huge only a CD could contain it, but once they'd taken out the instructions and fancy sound effects, it became a regular Amiga game, and the same goes for *Liberation*. However, US Gold are getting all hot and excited about their new *World Cup Golf* game, saying that this is the one, this is the game you'll never see on a regular Amiga and you know, I almost believe them.

For those not in the know (like myself) it took US Gold producer Steve Hickman several minutes to explain all about the World Cup of golf and the importance of the Dorado Beach course in Puerto Rico. It seems that the World Cup is where the big money's at, where the movers and shakers of the professional golf circuit pot little balls in tiny holes for major cash prizes, and this year it's going to be held at, you guessed it, the Dorado Beach course.

Now you'll be looking at the screen shots on this page and thinking, "Those are PC screenshots, right?" – and being totally wrong. With the help of a lot of expensive Silicon Graphics and a bit of clever sneakiness, the pictures on this page will be pretty much what you'll get in the finished game, and you won't even have to wait for them to draw, they'll just appear, like magic.

The speed and quality is possible because the backgrounds are all pre-rendered and stored on the CD, taking up so much space that a disk version just wouldn't be possible. Using Silicon Graphics workstations and maps and photos of the actual course, the US Gold programmers have made a detailed, topographically accurate, texture mapped model of the entire area, and then taken 400 or so stills of each hole, which are rendered to include shadows, trees and all the other detail and then slapped on the CD. During the game, the best camera position is chosen for your shot and a digitised golfer positioned next to the ball, so although you're confined to these 400 images, the ball can land at any point in the rough or on the fairway.


And how about this for an encore?

It's all a bit of a cheat, as is the pre-rendered and never varying 'ball's eye' view of each course, but US Gold are hoping that they're giving the player so many views and so many things to do, they're never going to notice that they're playing in a fairly finite environment. To this end, there're 15 different modes of play, an option for more human players than you're ever going to need and all the usual malarky associated with golf games. In the normal mode you're given the best suited club and the power's set for you, but as you get cockier you can alter pretty much everything and really foul up your shots. For the true believer in golf as the ultimate game, there're even options to add top spin or side spin to the ball, which is apparently a good and clever thing.

The game will come on two CDs, but US Gold assure us that it'll be a reasonable price, whatever that is. With simultaneous releases on five CD formats and advertising in golf magazines as well as computer ones, they're obviously assuming this is going to be the hottest selling thing since diamond patterned tank tops and sliced bread got together. And from what I've seen of it, they could well be right.

● ***CAM WINSTANLEY***

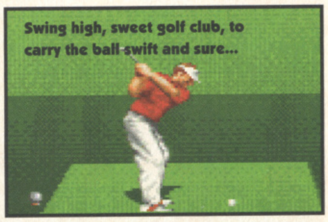
PGA EUROPEAN TOUR

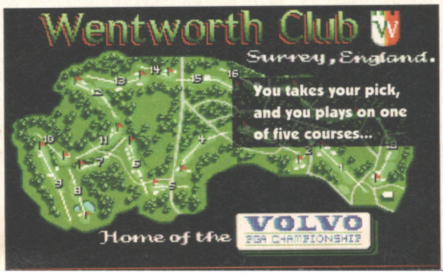
AMIGA POWER PREVIEW

Game: PGA European Tour
Runs on: A500, A600 and separate AGA A1200 version
Publisher: Ocean
Authors: The Dome
ETA: October

In a deliberate ploy to slightly annoy the software companies involved (something we've been hugely good at recently) by providing direct comparisons between two rival games, we're presenting these games back to back in a page long golfathon. But first to answer that burning question – Why on earth do we need another *PGA Golf* game?

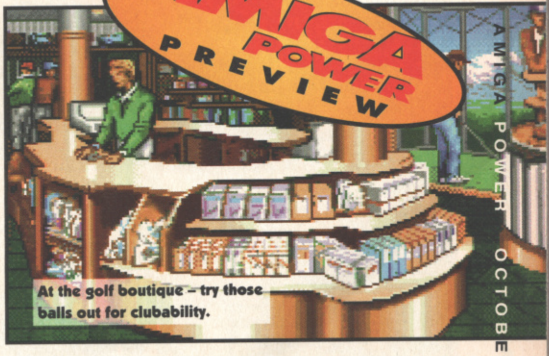
Well, the original was released back in '91, and this time round there's going to be an AGA version (that'll be two quid extra – grrrr) and new options such as a one to four player sudden-death shoot-out, match play and an eight player elimination tournament, whatever one of those is meant to be.


Swing high, sweet golf club, to carry the ball swift and sure...


You takes your pick, and you plays on one of five courses...

Like the US Gold game, you'll have to contend with different weather conditions and like *World Cup Golf* you can compete in real events, but here the two games go off on their own merry little ways. For *World Cup's* one course, *PGA* can offer you five real courses, from England's Wentworth course to the Crans Sur Sierre in Switzerland; and whereas US Gold failed to get the licences for real players, top pros like Ian Woosnam and Nick Faldo talk you through each hole in *PGA*.

It's not yet clear if Ocean plan a CD32 version to directly rival *World Cup Golf*, so direct comparisons between the two are a bit pointless at the moment.


At the golf boutique – try those balls out for clubability.

However, that's never stopped us yet, so whereas *World Cup Golf* offers stupendous graphics of a single course, *PGA*'s got five courses, loads of familiar faces and loads of options. Which one's going to be better? Well personally, I think they're both going to be fab.

● ***CAM WINSTANLEY***

IN THE NAME OF HUMANITY – DON'T GO

We're not joking. Remain in your homes and read a book, or something.

Future
FORUM

"Go on – somebody must have a question. Anyone..? All right, Marcus again."

Once upon a time, there was the Future Entertainment Show. And then it bred, propagating its species with the Second Future Entertainment Show. And now that one has, in turn, whelped a fearsome behemoth of game-related antics with FES 3. But we urge you not to go.

Why? The reasons are manifold.

Because the suffocating crush of humanity spilling over the pitifully inadequate crowd control barriers in its unchecked haste to examine the latest games before they become public knowledge, while ruthlessly exploiting the absurdly reduced pricing of all kinds of Amiga gubbins would probably cause your hindbrain to implode, DROPPING YOU TO THE FLOOR TWITCHING LIKE AN ELECTROCUTED STEER TO BE TRAMPLED TO A SMEAR BY THE UNSTOPPABLE SLAVERING HORDES.

Because the concentrated pool of Amiga gaming knowledge, represented by the mighty likes of Sensible (the programmers of *Cannon Fodder 2*), Bloodhouse (the programmers of *Super Stardust*), Bullfrog (the programmers of *Theme Park*) and Rowan (the programmers of *Overlord* and *Dawn Patrol*) would absorb all your best questions and fire back snappy answers with arrogant ease, EXPOSING THE HUMILIATING INADEQUACY OF YOUR OWN GAMING EXPERIENCE IN FRONT OF YOUR FRIENDS WHO WOULD THEN KILL YOU.

Because joining the innumerable shouting, pogoing spectators to the final of the National Games Championship, which, should you wish to invite unbounded derision by gambling your gameplaying skills against the rest of the country, you can enter by applying to your local Future Zone shop, would ROB YOU OF YOUR INDIVIDUALITY AND REDUCE YOU TO A UNIT OF A CROWD MASTERFULLY ORCHESTRATED BY FIGURES OF AUTHORITY.

Because, in the unlikely event of your world view falling beyond the limits of the Amiga, the unveiling of new console games, new consoles and all that CD-ROM multimedia malarkey would VIOLENTLY DENY YOU THE SATISFYINGLY FULL USE OF YOUR LYMPHATIC GLANDS.

Because the shocking ease with which you can obtain tickets to this risky venture, either by stumping up an impossibly inflated £7 on the door, or by

> **"The suffocating crush of humanity"**

RADIO 1
ROADSHOW
BARESI

Sadly the much-loved amateur talent spot has been discontinued this year.

Look, I'm not trying to be funny. Where are the TOILETS?

Be mauled to death by unpleasant infants.

The Future Entertainment Show

Earls Court 2
26th – 30th October 1994

CD–Rom • Amiga • Mac • PC • CD–i • Consoles

falling victim to the obvious lure of unmemorable discount by ordering tickets at £6 a time using the coupons on page 10 or the credit card hotline of 0369 4235, with an additional paltry reduction to £5 a head if booking parties of ten or more, TEMPTS THE UNRESOLVED WITH CONTEMPTIBLY SUPERFICIAL FINANCIAL INCENTIVES. Because we, the heroically immortal AMIGA POWER, command it.

And remember – the hellspawned fury that is the Third Future Entertainment Show unleashes its lethal force at Earls Court 2 from Wednesday 26th to Sunday 30th October, 9:30am to 5:30 pm (9:30 to 5:00 on Sunday). Hide in your attractive front rooms, pretending to be out.

Future Publishing Editorial opportunities

Would you like to work at Future Publishing, on one of Britain's top computer magazines? We're looking for talented – but not necessarily experienced – production and writing staff, and maybe you're just the sort of person we need.

To become a Production Editor at Future you'll need to be literate, accurate, organised and ambitious. To become a writer you need to have extensive games knowledge of at least one (though preferably more) computer format.

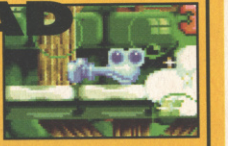
If you reckon that sounds like you, then write 500 words on the subject, "What magazines are for," and send it, with a CV and anything else you think might help your cause, to Ann Dillow at the address below, marked "Editorial Opportunities (AP 10)." And the best of British to you!

Beauford Court • 30 Monmouth Street
Bath • BA1 2BW

AMIGA POWER RECOMMENDS

Got money? Then these are the best games from the last month or two.

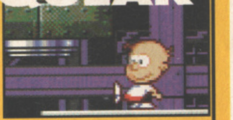
PUTTY SQUAD



System 3 (AP41 91%)

We loved the original *Putty*, but this sequel, two years on, is at least five times as good. Uncle Ted's back, although this time he's swapped his Hammond organ for an MC's mixing desk, and Putty himself is quite a bit more versatile, with a reluctant sidekick (quite literally) called Dweezil the cat to help him out. There are over sixty big levels, all of them awash with original ideas. The graphics are absolutely stunning, with more colours than you'd normally give the rainbow credit for, and there are lots of great tunes and sound effects too. Need further convincing? Just try the coverdisk demo we gave away last month.

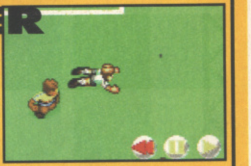
BUBBLE AND SQUEAK



Audiogenic (AP40 77%)

It's not completely brilliant, especially in the light of *Putty Squad*. But *Bubble and Squeak* novelly gives you two characters to control – Bubble, the main one, and Squeak, who can give Bubble an extra boost to get onto tricky-to-reach platforms. It's a bit like *The Lost Vikings* in a way, only better, because two characters work better together than four, and they haven't each been obviously crippled (like not being able to jump, for example) to make the game harder. It's frustrating at times, with one slip often sending you back to the start of a level, but overall the pros outweigh the cons.

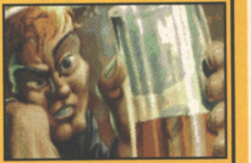
EMPIRE SOCCER



Empire (AP40 90%)

If John Woo designed a football game, only he wasn't allowed to put any guns in it, the results would look a lot like this. It's a completely different style of game to *Sensible Soccer*, and at first looks a bit shallow, with the players running around tripping each other over and not doing much else. But persevere and you'll gradually discover the spectacular special powers, the fast passing action, the noticable differences between teams, and the barrage of options. Verily, this game IS *Speedball 2* in shorts.

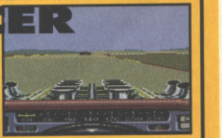
ON THE BALL



Daze (AP41 85%)

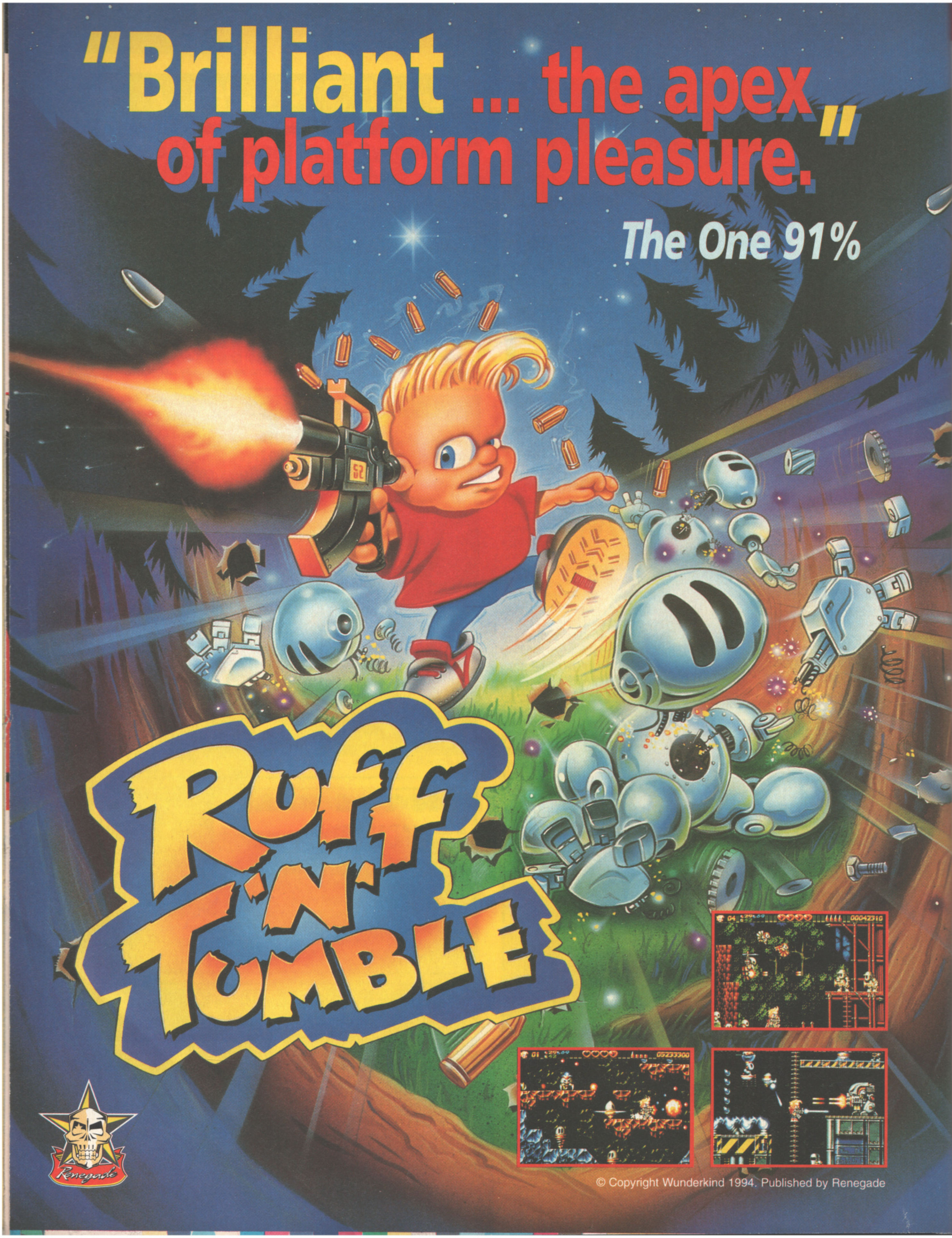
It's a football management simulation. And, disconcertingly, it's quite good. According to Steve, at least. It's got all the bare bones – the teams, the statistics, the transfers – just like any other football management game. But then it actually takes the trouble to turn them into an entertaining game, with great graphics and a storyline which brings the whole thing to life. If you suspect you may have even the slightest interest in the world of sheepskin coats and flat caps, embark now on a quest for (in Steve's words) "the joy that this game will bring you."

STUNT CAR RACER



Kixx (AP41 91%)

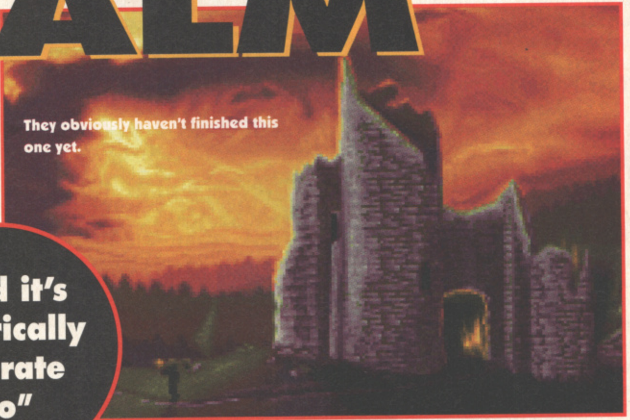
We'd normally only 'Recommend' brand new, never-been-seen-before games, but we thought we'd make an exception this month to make absolutely sure you didn't miss the budget re-release of *Stunt Car Racer*. At the stampede-provoking price of just £5, it's as much fun as a rollercoaster for less than it would cost you to have just one go on one. Or maybe two goes. In it, you drive a car around a series of entirely unfeasible courses, plummetting hundreds of feet to the ground should you make a mistake. But you won't mind, because you then get winched entertainingly back onto the road.


"Brilliant ... the apex of platform pleasure."
The One 91%
Ruff 'N' Tumble
Renegade

© Copyright Wunderkind 1994. Published by Renegade

LORDS OF THE REALM

AMIGA POWER PREVIEW



They obviously haven't finished this one yet.

Runs on: A500, A600, A1200
Publisher: Impressions
Author: Simon Bradbury
ETA: October

"It's going to be a huge game. Really big. In fact, I'm worried I'm not quite managing to explain it properly over the phone," spluttered programmer Simon Bradbury breathlessly. "Maybe you'd be better off just trying out the PC version." Or maybe not. That would have meant typing in strange backslashes and things at the C: prompt, and probably having to edit the AUTOEXEC.BAT file to install QMEMM and disable the CD-ROM drive. And then it would most likely have crashed because the soundcard was incompatible. No thanks.

And besides, Simon was explaining *Lords of the Realm* just fine, his 'five main areas' analogy proving particularly illuminating.

"First of all," he said, "you choose a county and juggle about with taxes, food production and things to try to build up the population. Secondly, once your population's big enough, you should be able to start drafting people into the army without them complaining too much. At this point you can start eyeing up neighbouring counties. Some are more useful than others – ones with major roads in are handy for transport purposes, for example – so it should be quite strategic."

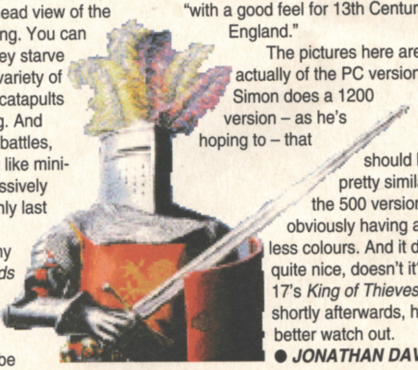
I nodded in agreement, conveniently forcing a new paragraph.

"Now – thirdly, in fact – you can start building castles. This works much as it did in *Caesar*" – which Simon also wrote, along with the great Christopher Columbus game *Discovery* – "with you having to decide where to put walls, turrets and moats. And it's actually quite educational in a way, because only properly-designed castles will successfully be able to resist enemy invaders."

"And it's historically accurate too"

Hmm.

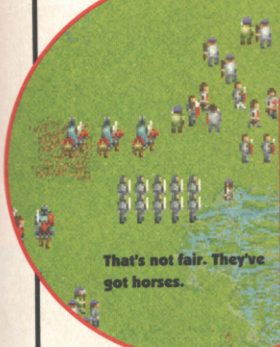
"Fourthly, sieges. This bit's quite novel, with an overhead view of the castle you're attacking. You can either just wait till they starve to death, or build a variety of siege weapons like catapults to hurry things along. And finally there are the battles, which will work a bit like mini-wargames, only massively simplified so they only last five minutes or so."



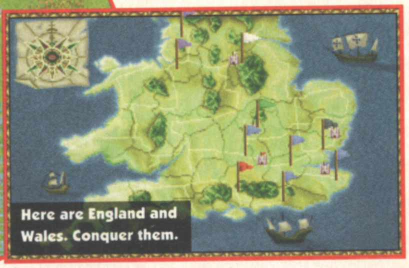
Forestalling any suggestion that *Lords of the Realm* might end up being a bit disjointed, Simon claimed actually to be quite pleased with the way all the components integrated with each other into a cohesive whole. "And it's historically accurate, too," he added, "with a good feel for 13th Century England."

The pictures here are actually of the PC version, but if Simon does a 1200 version – as he's hoping to – that should look pretty similar, with the 500 version obviously having a few less colours. And it does look quite nice, doesn't it? Team 17's *King of Thieves,* due out shortly afterwards, had better watch out.

● ***JONATHAN DAVIES***



That's not fair. They've got horses.



Here are England and Wales. Conquer them.

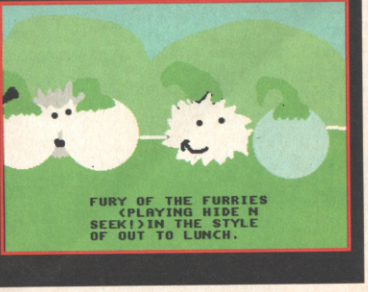
YOU TOO COULD LOOK LIKE THIS

Er... summer may have drawn to a close, but that's no reason to abandon the benefits of tinted eyewear. Indeed, Gepro's Computer Optics are designed for wearing *indoors*, even when it's not sunny. Featuring a chic 23% blue tint, and lightweight construction for maximum comfort, they have the added advantage of providing protection against all ultra-violet electromagnetic radiation from 20KHz to 200MHz – just the sort of evil rays emitted by your Amiga's monitor. Gepro claim they're worth more than £100, but they're prepared to offer them to the general public for just £32.99 (plus £1.99 p&p), which includes a free 'superb pouch' and a safety lanyard – very little more than you'd pay, for example, for a pair of cheap plastic sunglasses at Weston-super-Mare.

New heights of chic can now be achieved. Apparently.

IN THE STYLE OF...

This month saw a neck-wrenching slump in the standard of In The Style Of... submissions, with most entries either involving a tasteless Jos Verstappen joke (and hence being unsuitable for inclusion in the apotheosis of good taste that is AMIGA POWER) or simply being obscene. So, much as Blue Peter regularly awards the top prize in their Design A New First Class Stamp For The Royal Mail competition to Wayne aged 3 from Walsall, forcing us to stick squares of paper covered in what looks like vomit onto our letters for months to come, we've decided to make 6-year-old Ruth Briggs from Dunfermline our winner this month. Her *Fury of the Furries* (playing hide and seek) In The Style Of *Out To Lunch* therefore gets a resounding 5/10. But sadly, either a) Ruth has employed subtleties of ironic juxtaposition beyond the comprehension of even the mighty AMIGA POWER, or b) her picture's crap. Her score is thus reduced to 2½/10, and she walks away with £50-worth of games. Send DPaint-readable disks with your name and address written on them to: In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.



POWERDRIVE

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: US Gold
Authors: Rage (Amiga conversion by Denton Designs)
ETA: November

Having just finished compiling the AMIGA POWER book of Every Amiga Game Ever (which you'll be able to read all about next month), my brain now thinks of every game I come across in terms of a two- or three-sentence description. *Powerdrive*'s would be something like: "*Supercars*-style driving game with the emphasis on realistic handling. Is/isn't very good" (with the last bit obviously depending on what the finished game's like – something we'll have to wait for a month or two to find out).

There's obviously lots more to say about it, but that's basically US Gold's new rally game, *Powerdrive,* in a nutshell. The screen scrolls about, using a slightly unusual 3D isometric view, and your car sits in the middle.

And the handling's very realistic.

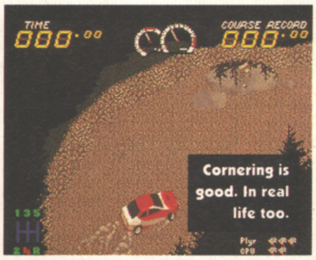
You can, for example, do handbrake turns. You can do powerslides, where you make the car's back wheels slide out by suddenly pressing the accelerator. You can drive along backwards really fast, and then suddenly hit the brakes and spin the wheel, so your car flips round and goes in the opposite direction.

All this takes quite a bit of skill, though – as does, in fact, getting the car to go round even the gentlest corner without crashing into a tree. The controls are horribly sensitive, and to make things worse, developers Rage have accurately recreated the feeling of driving along on the sort of dusty, gravelly, skiddy surfaces rallies take place on. (To make sure they'd got it right, the programmers went to a real-life rally school to find out how rally cars perform. Then they made me do the same thing, to prove how close they'd got it. I'd have been quite prepared to believe them.)

So, how about some cold, hard facts? There'll be eight rounds to play through, each comprising between four and eight stages. There'll be icey stages, gravelly stages, forest stages, desert stages, watery stages and rainy stages. And there'll also be skill trials, where you've got to drive round cones and reverse into tricky spaces.

There are six different cars – Mini Cooper, Fiat Cinquecento, Vauxhall Astra GTE, Renault Clio, Escort RS Cosworth, Toyota Celica (but no Montego, curiously) – although you need to win loads of money to buy the better ones. And the sprites have all been rendered on special computers, so they look amazingly realistic.

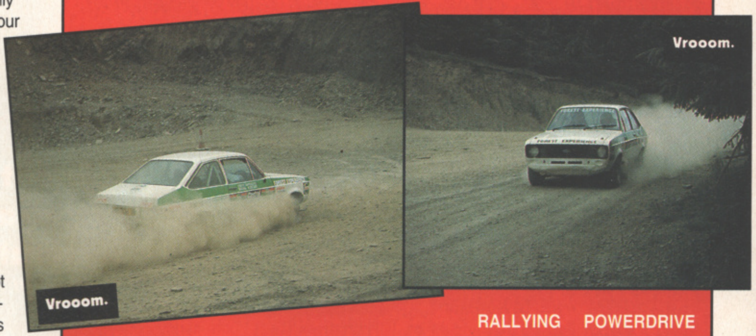
● ***JONATHAN DAVIES***



Cornering is good. In real life too.

AS REAL AS THE REAL THING

To prove just how realistic *Powerdrive* is, US Gold took me to a rally school in Wales, and sat me in a sticker-strewn Ford Escort in the middle of a forest. "That pedal makes it go forwards," explained the nice man in overalls, "and that thing makes it go round corners. You'll pick it up in no time."



Vrooom.

Vrooom.

	RALLYING	POWERDRIVE
Makes your cheeks go all flappy every time you accelerate?	Yes	No
Rocks left carelessly in middle of 'road'?	Yes	Yes
Position of steering wheel seems to bear no relation to direction car goes in?	Yes	Yes
No back seats, making it impractical for larger families?	Yes	N/A
Leaves enormous clouds of dust all over the place?	Yes	Yes
Suddenly decides to spin around three times and crash into a tree when all you did was press the brake?	Yes	Yes
Comes out black every time you blow your nose for two days afterwards?	Yes	No

…………

MUTANT LEAGUE HOCKEY

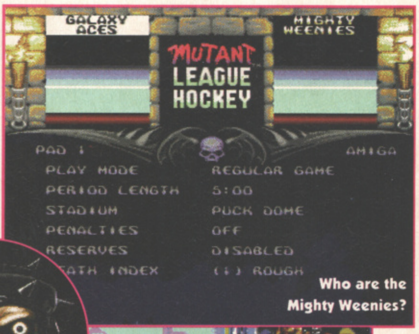
Game: Mutant League Hockey
Runs on: A500/A600, A1200 AGA
Publisher: Ocean
Author: In-house
ETA: October

Poor old mutants, eh? Always getting a bad press. It's like no-one has got anything nice to say about them. Take this game for example, it's called *Mutant League Hockey* and whilst the integration of mutants into the modern sporting arena is welcome, I'm sure you'll agree with me that this is nothing but a thinly-veiled excuse for the human race to satisfy its insatiable appetite for blood and gore.

Yeah, okay so it's a proper game of hockey, but where did all these traps and holes in the ice come from? Who left all those weapons lying around? I mean, if you saw a chainsaw lying on the floor, would you pick it up and use it to chop some poor mutant in half? And yes, I know there's a playoff system to find the best team overall, and there's a simultaneous two-player option if you get bored of beating the computer, but I still think the whole thing is disgusting and repulsive.

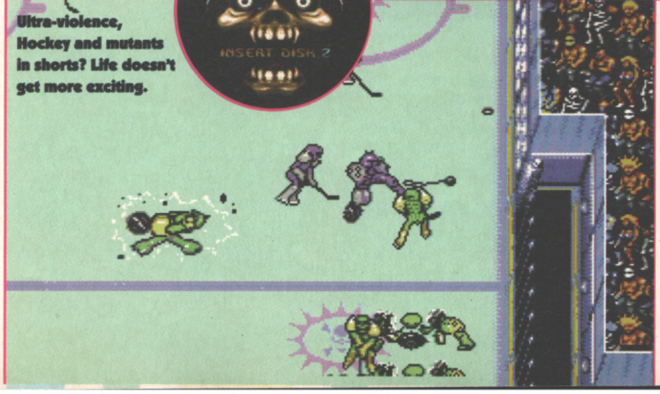
And what else can the special 'puck-cam' action replay feature be used for other than to re-live that special moment when you scored a goal by rebounding the puck of some poor mutants face? I'm sorry but I think it's about time someone stood up and said something. This has just gone too far...

● ***PAUL MELLERICK***



```
PAD 1                              AMIGA
  PLAY MODE          REGULAR GAME
  PERIOD LENGTH      5:00
  STADIUM            PUCK DOME
  PENALTIES          OFF
  RESERVES           DISABLED
  ATH INDEX          (1) ROUGH
```

Who are the Mighty Weenies?



Ultra-violence, Hockey and mutants in shorts? Life doesn't get more exciting.

AMIGA POWER

ELSPA
EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION LTD

GALLUP CHARTS TOP 30

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (NE) **ON THE BALL: WORLD CUP EDITION** Ascon/Daze £30 ★★★★★
2 (3) **TACTICAL MANAGER** Black Legend £26 ★★
3 (5) **PREMIER MANAGER 2** Gremlin £25 ★★★★
4 (1) **INTERNATIONAL SENSIBLE SOCCER 92/93** Renegade/Mindscape £20 ★★★★★
5 (8) **CANNON FODDER** Virgin £30 ★★★★★
6 (17) **JURASSIC PARK** Ocean £26 ★★★
7 (6) **THE SETTLERS** Blue Byte £35 ★★★★★
8 (2) **KICK OFF 3** Anco £30 ★★
9 (12) **WORLD CUP YEAR '94** Empire £30 ★★★★
10 (2) **ARCADE POOL** Team 17 £10 ★★★★★
11 (NE) **BRUTAL FOOTBALL '94** Millennium £26 ★★★★
12 (15) **K240** Gremlin £30 ★★★★★
13 (22) **BATTLE OF BRITAIN** Kixx £15 ★★★
14 (26) **STREET FIGHTER 2** Kixx £15 ★★★
15 (RE) **FURY OF THE FURRIES** Mindscape £26 ★★★★
16 (NE) **STARLORD** Microprose £35
17 (14) **BENEATH A STEEL SKY** Virgin £35 ★★★★★
18 (RE) **MONKEY ISLAND 2** US Gold £38 ★★★★★
19 (NE) **BATMAN RETURNS** Gametek £15 ★
20 (RE) **STUNT CAR RACER** Kixx £5 ★★★★★
21 (NE) **EUROPEAN CHAMPIONS** Ocean £26
22 (RE) **ZOOL 2** Gremlin £26 ★★★★
23 (4) **WORLD CUP USA '94** US Gold £26 ★
24 (RE) **THE LOTUS TRILOGY** Gremlin £30 ★★★★★
25 (RE) **SKIDMARKS** Mindscape £25 ★★★★
26 (NE) **WILD CUP SOCCER** Millennium £26 ★
27 (NE) **DETROIT** Impressions £35 ★★
28 (RE) **ALIEN BREED 2** Team 17 £30 ★★★★
29 (RE) **A-TRAIN** Hit Squad £18 ★★★★
30 (RE) **MORTAL KOMBAT** Virgin £30 ★★★★★

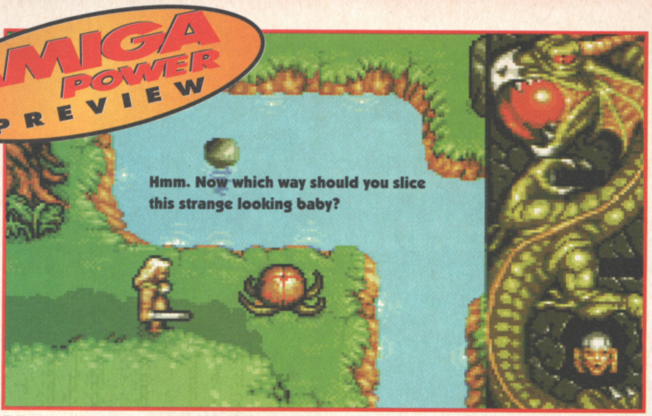
We figure you must have some idea how the charts work by now. They're © ELSPA, they mix budgets and full-pricers together, we rate games in stars, and you lot go out and buy football management games.

The creators of **Another World** and **Flashback** have been silent for two years

Find out their secret in **Edge**

Magazine of the year
INDIN
Industry awards

Issue **Fourteen** onsale at selected newsagents now



Hmm. Now which way should you slice this strange looking baby?

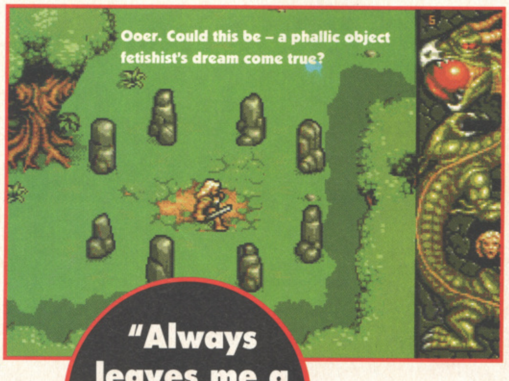
DRAGONSTONE

Hardly surprisingly this features a few of our winged fiery friends.

Game: Dragonstone
Runs on: A500, A600, A1200
Publisher: Core
Authors: Bob Churchill, Barry Irvine, Mark Jones, Simon Phipps
ETA: Late October(?)

Talking to programmers is always the best way to get all the juicy gossip on unfinished games. Chatting away to Core's Barry Irvine for instance, I found that *Dragonstone* was originally planned as being a sequal to *Darkmere* (AP37, 69%) but then turned into a bit of a moody adolescent of a game and decided to wander off and follow its own path. "Quite a few of the graphics people did work on both games which explains the similar styles," said Barry, "but the background and characters are all different now." Barry described the game as an RPG, which is a term that always leaves me a bit flummoxed. I mean, what's the difference between adventure games and role playing games? Software PR people get really annoyed when you use the wrong term, but from what I can gather, an adventure game has you controlling a character through various trials and tribulations whereas an RPG has you controlling one (or occasionally several) characters through various trials and, erm, tribulations. Anyway, I guess it's important to someone. Somewhere.

Dragonstone's an adventure/RPG that starts out in a forest and ends up, unsurprisingly, near some dragons. Along the way your barbarian type adventurer takes in the scenery of islands, a seaport, some mountains, a neato castle, caves and even a quaint little village. As you can see from the screen grabs, only the first level's been implemented, which involves a lot of running around and killing things.



Ooer. Could this be – a phallic object fetishist's dream come true?

"The game starts off with loads of fighting to get you used to the controls, and then you quickly go on to the village. Despite looking good, the game's got quite a lot of text in it, more than the *Zelda* games on the SNES if you're familiar with those," commented Barry. "The text allows you to communicate and get a lot of information from the people you meet on your travels, which helps to make the puzzles a bit trickier than the 'find this and take it to someone' variety."

> "Always leaves me a bit flummoxed"

Like I said, we've only seen the first level so far, which looks fine in a sword wielding, hard guy sort of way. Anyway, now we've brought it to your attention, we'll reserve judgement for the review and leave you to decide whether you think this is going to be your sort of thing. You've probably got a month or so to think about it.

● ***CAM WINSTANLEY***

Genuflect hurriedly before the horrifying countenance of...

KANGAROO COURT

NO. 5 WHAT'S UP, DOC?

THE CRIME: Using 'up' to jump in platform games, or to thrust in space games, or to accelerate in driving games.

THE CASE FOR THE PROSECUTION: Games have, quite rightly, developed over the years. Putting aside your brand-new Amiga game and returning nostalgically to, for example, an early round of 8-bit games, you would no doubt be surprised and somewhat shaken at the embarrassing simplicity with which you could rack up previously unimaginable high scores. In much the same way that, say, the language of film has grown over time, requiring ever more sophisticated effects and tricks to allow audiences to suspend its disbelief, games have expanded to match the maturing skills of players. There is little doubt that today's blazingly fast-reaction shoot-'em-ups, depth perception-defying driving games and pixel-splitting platform games would destroy a player of yesteryear. And yet, not even AMIGA POWER's long-term campaign of score deduction without appeal can, it seems, dissuade programmers from appalling proud owners of exciting new games by demanding they wring effects from their joysticks never envisaged by the designers by using BLOODY 'up' to jump and accelerate.

Twisting a joystick through its diagonals in order to jump over a monster, or to nip past the lead car on the curve, or to jink in front of your opponent's ship to drop a bomb wastes imperatively valuable seconds. When you're deep in a game, wallowing in its atmosphere, sinking willingly into the part of the character, being the final star pilot, the supremely cute woodland creature, the suicidally fearless F1 driver, the last thing you need is to be reminded of the chunk of feeble plastic in your hand by being forced to wrestle it impossibly quickly from the horizontal to the vertical. It just can't be done.

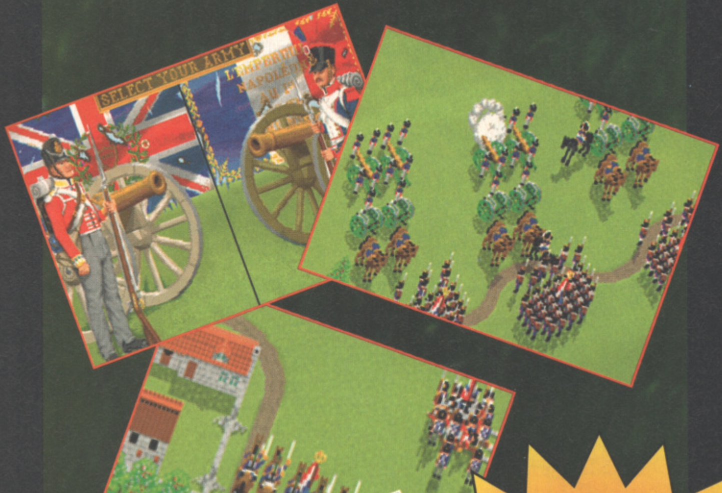
"But what are we to do?" cry programmers. "Not many people have two-button joysticks. We are forced by circumstance to use 'up' to jump. There just are no other buttons."

Mmm. Mmm. Let us draw your attention to the 96 buttons of the keyboard by repeatedly smashing your heads against it until your slippery brains obliterate the letters. What's wrong with a keyboard option? How hard is it to tell whether a player is pressing some keys? Do you have special development Amigas that utterly lack keyboards? (Possibly explaining the associated crime of using the joystick to enter passwords or high scores). What, come to that, is the matter with at least giving us the option of choosing 'fire' to jump or accelerate, assigning 'up' to whatever the fire button did – instead of forcing us to go out and spend an extra £20 on the Gravis joypad which mimics 'up' and 'down' with buttons before we can play your shabbily unaccommodating games? You useless, cretinous morons. Nnnnngh.

THE PENALTY:
First offence: 10-25% off
Second offence: 20-40% off
Third offence: Public execution by pecking to death by 175lb bio-engineered combat chickens. (CD32 games that use 'up' to jump or accelerate instantly earn their programmers and their entire families this grotesquely violent death).

FIELDS OF GLORY

TOUGH DECISIONS AS THE BATTLE RAGES

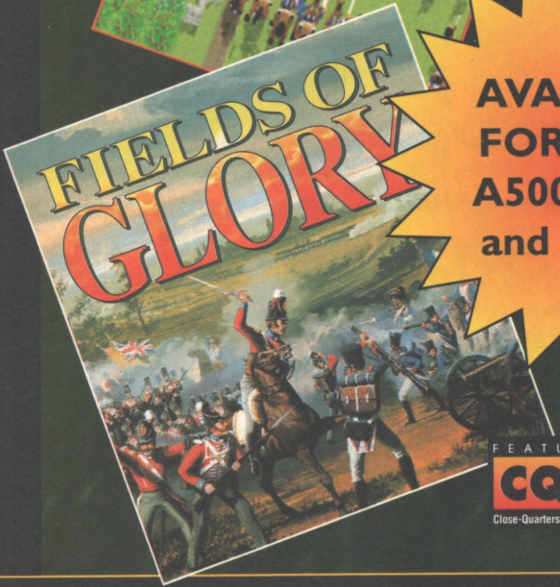


Has your desire for battlefield leadership been fulfilled? Or, does the prospect of another wargame leave you cold?

Now, MicroProse present *Fields of Glory* for the Amiga: a game designed to break the mould of dull simulations.

The emphasis is on action and the heat is on you to make those crucial command decisions. The rich, vibrant sights and sounds of our Close-Quarter Combat System replace the tired interface of traditional wargames. You'll find that skilful 'against-the-clock' decision making is more important than historical knowledge.

***Fields of Glory*: the fury of real battlefield action. For A1200, A500, CD-32 and IBM PC Compatibles.**



AVAILABLE FOR A1200, A500, CD-32 and IBM PC

FEATURING
CQCS
Close-Quarters Combat System

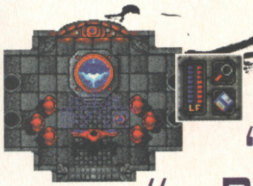
SIMULATION

MICROPROSE

DreamWeb

~~Sunday April~~
Monday April 9
The clock keeps going
round.
It wont ~~tect~~ tell me
the time.
Santa Claus gave a
gun to me
Let loose the puppies
of War.

I died last night



"....AWESOME...!
"....BREATH TAKING...!"
"....HEART STOPPING...!"

A game to die for!

IBM PC AND COMPATIBLES
IBM PC CD-ROM
COMMODORE AMIGA - ALL MODELS
COMMODORE AMIGA A1200
ENHANCED

R RESTRICTED
UNDER 17 REQUIRES PARENT OR ADULT SUPERVISION.
18
WARNING : THIS GAME CONTAINS SCENES OF SEX AND GRAPHIC VIOLENCE NOT SUITABLE FOR YOUNG CHILDREN.

CREATIVE REALITY

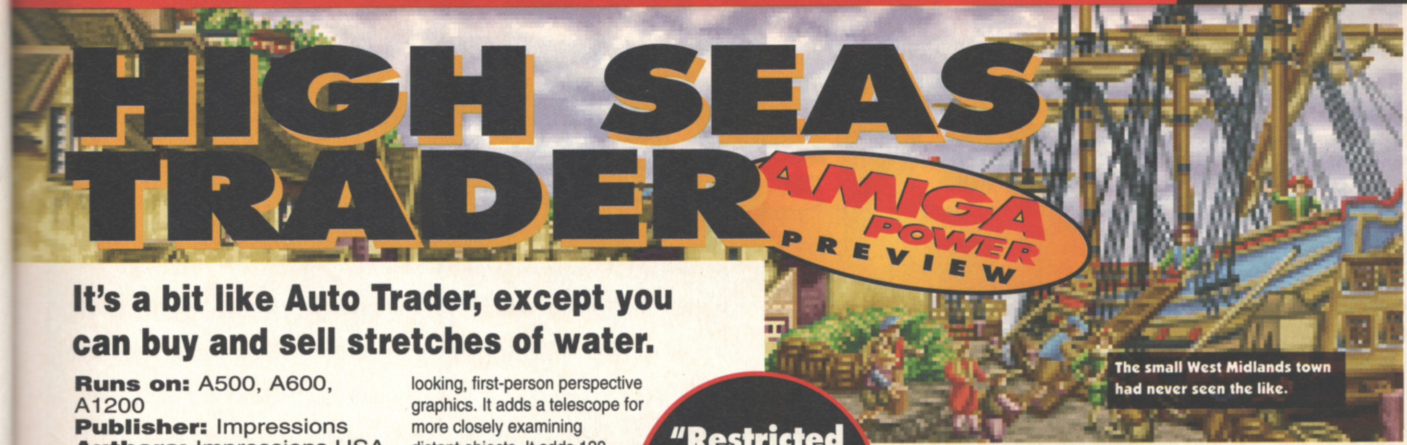
©1994 CREATIVE REALITY

empire® INTERACTIVE

EMPIRE INTERACTIVE ENTERTAINMENT, THE SPIRES, 677 HIGH ROAD, NORTH FINCHLEY, LONDON N12 ODA.
Telephone: 081- 343 9143 Fax: 081-343 7447 Modem: 081-343 7557

HIGH SEAS TRADER

AMIGA POWER PREVIEW



The small West Midlands town had never seen the like.

It's a bit like Auto Trader, except you can buy and sell stretches of water.

Runs on: A500, A600, A1200
Publisher: Impressions
Authors: Impressions USA
ETA: Mid November

When the time comes to do next year's AMIGA POWER All-Time Top 100, I intend to ensure personally that Microprose's *Pirates* features pretty highly in it. Possibly even at number 15. It's a fabulously good game. Unless, that is, *High Seas Trader* turns out to be even better, which it conceivably might.

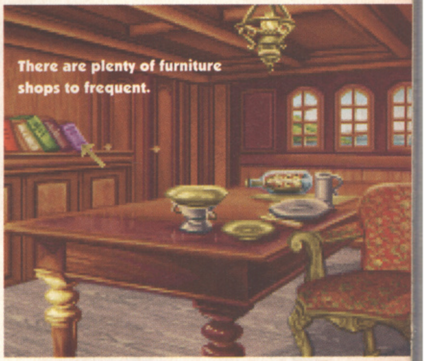
Yes. *High Seas Trader* may well represent the future of maritime navigational entertainment. It takes the basic *Pirates* theme and adds gorgeous-looking, first-person perspective graphics. It adds a telescope for more closely examining distant objects. It adds 120 ports of call across the entire globe, rather than restricting you solely to the Spanish Main. It adds the possibility of a 16-ship fleet. And it adds a good many other things as well.

But apart from that, the basic *Pirates* formula would appear to remain unchanged. Start off as a humble merchant, buy a modest ship, recruit a small crew and set sail. By buying and selling things, start to make a profit, and use the money to pay for more crew and ships. Then get a bit bored with that, and turn renegade. Ambush innocent traders. Fire your fearsome cannons at their ships. Draw up alongside and board them. Swordfight their crew to death and bring the captain to his knees. Then plunder their cargo and seize their ships for your own dark purposes. And get married. This is how games should be.

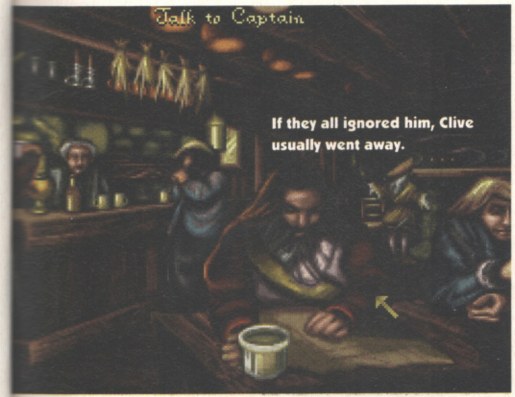
> "Restricted to the Spanish Main"

The potential of *High Seas Trader* is enormous, and I hope it hurries up and gets finished so I can review it. And the rest of them can wipe those smirks off their faces. Stop it, I say. Stop it. You're expendable, you know.

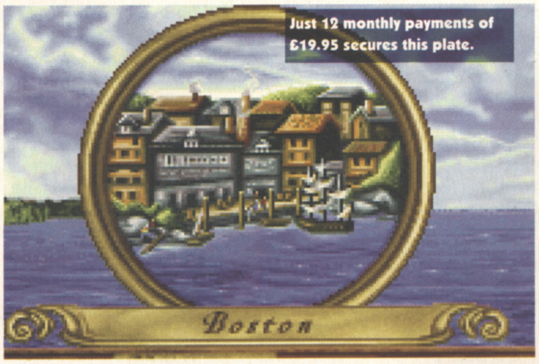
● ***JONATHAN DAVIES***



There are plenty of furniture shops to frequent.



If they all ignored him, Clive usually went away.



Just 12 monthly payments of £19.95 secures this plate.

FURTHER READING

AMIGA SHOPPER

"This month's Amiga Shopper gives you the real truth on expanding your A1200. Which RAM board will give you the space you need? Which accelerator will push your A1200 into fifth gear? We review and rate every option we can get our hands on in our extensive Supertest, and you can even win yourself a rather nice GVP accelerator. Plus, we give you the lowdown on programming in assembly language in the first instalment of our new tutorial. Not forgetting our new series on how to write your own chess program. Can you live without it? Amiga Shopper – it's pretty damn good."

AMIGA SHOPPER
Mean machine!

AMIGA FORMAT

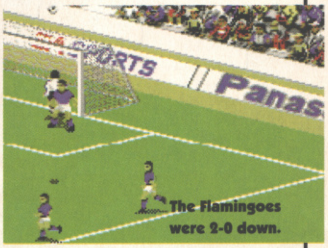
This month in Amiga Format, we're having a big party because the evil Steve Jarratt has gone on holiday (off to Transylvania to eat babies and drink pints of blood).

As a result the issue is filled with top stuff. Steve McGill is producing a top feature on how to make epic blockbuster movies using just an Amiga, a camcorder and a few naked women. Jason Holborn provides us with a roundup of the top genlocks and Nick Veitch is in a world of his own with Lightwave 3.5. And of course we have some top notch video titling software on our disk. So, if you want to get into movies, sprint gently down the street to your nearest news emporium and pick up a copy.

AMIGA FORMAT
£100 DTP PACKAGE!
HOT OFF THE PRESS
Make the headlines!

FIFA INTERNATIONAL SOCCER

Runs on: A500, A600, A1200
Publishers: Electronic Arts
Authors: In house
ETA: Next month

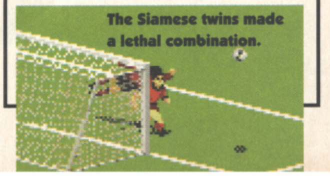


The Flamingoes were 2-0 down.

Amusingly, Nick from EA turned up two days before deadline with his preview copy of this great looking game, so we're not able to give it the time or the space it clearly deserves.

Still, have a look at the screenshots and marvel at what looks like it might just be the long-awaited, overdue even, rival to *Sensible Soccer*'s crown. I never thought the day would come. Look out for a detailed and exhaustive review in next month's AMIGA POWER.

● ***STEVE FARAGHER***



The Siamese twins made a lethal combination.

DIARY OF A GAME

SENSIBLE GOLF

BY SENSIBLE SOFTWARE PART 5 – AUGUST 1994

Hello everybody, my name's Jonathan and I'm here to give everybody – and I do mean everybody – a really good time talking all about *Sensible Golf*. This is the bit that I do for the game, apparently, so here goes. Well I am, of course, really important in all this golf malarkey, in fact I do the whole bloody thing on my own. But to cut to the chase and get on with it *(Surely some mistake. – Ed)*, some time about a year or so ago we decided that it would be a good idea to do more sports games, following the success of *Sensisoccer*. So we tried to pick some sports that were popular and that would be fun and relatively easy to do. In the end we plumped for Golf, shortly ahead of Motor Racing with Three Day Eventing a distant seventeenth.

Having chosen Golf as our next game subject, choosing the viewpoint was easy – "Let's do it the same as *Mega-lo-Mania* and *Sensible Soccer* and *Cannon Fodder*," we thought, "if it ain't broke don't fix it." As they say. But then we came up with a sticky problem – what about the console market and the fact that they're not really into small sprites and the fact that Gamesmaster won't put *Sensisoccer* on the telly cause they reckon the graphics are too small (it makes my blood boil, that does), and what about the other problem – that you haven't got a hope of being able to putt properly in the traditional Sensi viewpoint? Eh? Then one of us had a bright idea. "Let's make the graphics bigger for the putting, then we can fill the console mags with screenshots of the greens only and it might stand more chance of getting on the telly and the putting will be more playable."

"What original features can we include?" we then thought. "Wow, we can have four players on the course at once shouting 'You *("Planker" – Ed)*!' at anyone who plays a really good shot."

"We'll have atmospheric sound like *Cannon Fodder*, in fact we can base the whole game on *Cannon Fodder*. What a pushover, what easy money!" (If only).

Then we decided to bolt onto the game a Golf Season, 20 courses made up of rearranged holes and various player options and computer opponents plus skins, fourballs, Hitler-has-only-got-one-ball etc. It was my task to write up the entire game design including the control system (which has changed completely, as always) and other intricate details.

After designing one hole and working on the control panel with Stoo and Jools I handed over the reins to my partner Chris Yates who designed 35 more holes. We then argued about the control system and handed over to new boy Stuart Campbell (who's demonstrated to us a reinforcement of the concept of the money-minded Scotsman. You should hear the tales of hardship he comes out with to justify why we should give him an extra 50 pounds a week *(What do you mean, 'extra'? – Stuart)*). Stuart's been employed to whip Jools and Stoo with a great big thingy when they slacken off.

Another bit of this game I'm involving myself with is the sound, having just written an appalling track called "D'ya Wanna Play Golf" and gone and recorded it at Richard Joseph's house as a proper song before we squirt it down onto the four channels available on the Amiga. It features more of my crap singing and some naff SFX gags that we thought were really funny at the time. We're also trying to get together a video for it like the *Cannon Fodder* one which you probably failed to see on the Chart Show last year.

Anyway, in 1463 the battle of Gluduggan *(Oh no. – Ed)* was fought in pouring rain not more than two miles from the birthplace of Sir Walter Raleigh who of course was not yet born. The Purpleheads led by Hugh Duncan the flying neep of Kilmarnock numbered about 500, all on horseback and all brandishing sawn off Kalashnikovs. They were dressed in pretty green frocks with pink ribbons on the front and each warrior had a little cotton name tag sewed on the inside of his collar by his Mum just in case. On the other side of the hill stood the *("Blasted" – Ed)* Filth dressed all in blue with Shiny Helmets and Plastic Shields and they were all armed with Tear Gas and sitting on Alsatians.

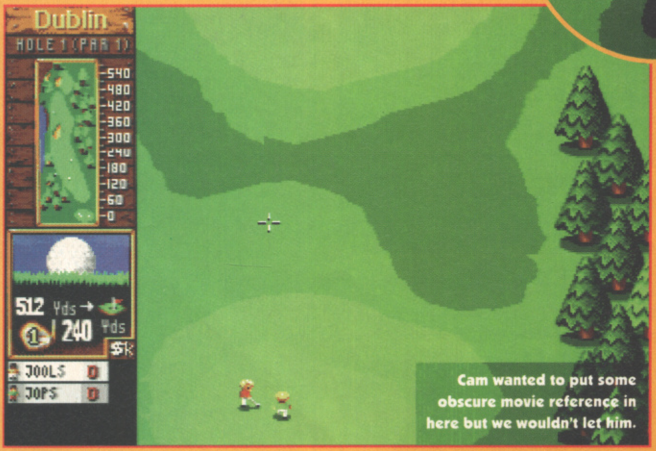
The battle raged for weeks and weeks and lots of the men got very wet and upset because their shoes got muddy and they didn't have any shoe polish in those days. The dogs got hungry because the dinner lady forgot to pack enough dog food. To cut a long story short the whole battle was a total disaster and after a month or so everyone got bored and went home. Only one person died in the battle and he was 86 years old and got a nasty cold one day and died of writer's cramp the next day, while writing a postcard to his wife. But the amazing thing about this true story is that every single one of those soldiers that fought in the Battle of Gluduggan was not like you and me, because they were all blind. Don't you think that's amazing? How brave some people are. They were all blind.

Anyway time is money as they say and I've got to dash. I'm due to meet Chris on the first tee in ten minutes. *(19th hole, more like. – Ed)*

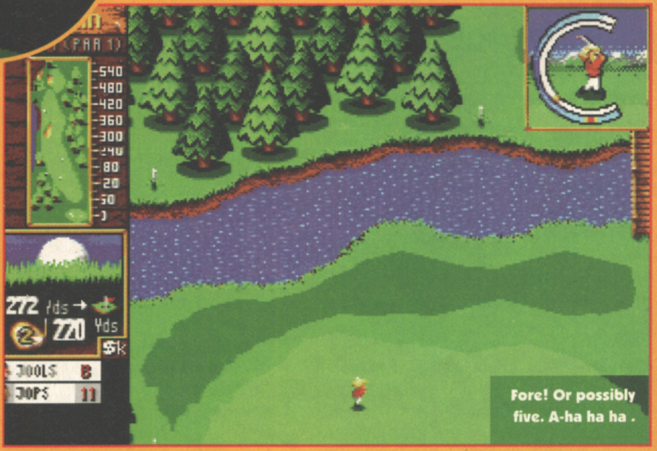
Lots of Love, Jops

● ***JON HARE***
ORCHESTRATING DIRECTOR
SENSIBLE SOFTWARE

> "The concept of the money-minded Scotsman"



Cam wanted to put some obscure movie reference in here but we wouldn't let him.



Fore! Or possibly five. A-ha ha ha .

MUTANT LEAGUE HOCKEY

SO YOU CAN "SKIN THE FREAKS"?...
...NOT!
SLAP ME DAT PUCK!

MUTANT LEAGUE HOCKEY is a trademark of Electronic Arts.

CBM Amiga
A500
A600
A1200

ocean®

OCEAN SOFTWARE LIMITED . 2
CASTLE STREET CASTLEFIELD . MANCHESTER . M3 4LZ
TELEPHONE: 061 832 6633 . FAX: 061 834 0650

GAMES VERSUS REALITY

In which Cam asks the burning question: Are Amiga games better than real life? Or what?

You know, if there's one phrase that comes up time and time again in computer game magazines, it's "Get a life." You say it to us when we admit to counting the number of keys on an Amiga keyboard and we say it to you when you write in asking for signed photos of our art staff. But what does the phrase mean?

Does it mean you should shun your computer forever and take off around the world on a balsa wood raft, or does it means you should broaden your horizons a little, dipping your toes into the icy black waters of the untried and the untested? This month that's exactly what we've decided to do, leaving the office and 'getting a life' by sampling a varied range of so-called 'extra-Amiga' activities to see exactly how good this so-called 'real world' is.

> "Counting the number of keys on an Amiga"

Want to know more? Well, check out the irrefutable facts laid out before you in our poorly implemented and impressively pseudo-scientific experiment.

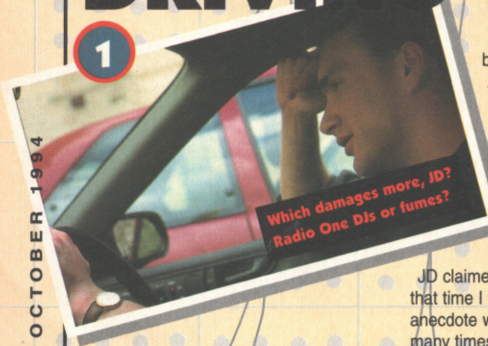
MIND BOGGLING TECHNOLOGY

We were initially stuck with the problem of monitoring the excitement factor of various activities when our original idea of testing adrenaline levels proved unworkable. Pushing a stainless steel probe into the test subject's lumbar vertebra to remove cerebrospinal fluid is a clinical procedure far beyond our humble St John's Ambulance training, whereas our second idea, a chart asking the subject to mark each event on a scale from one (boring) to five (incredibly interesting) was dropped on the grounds of being stupendously dull.

Eventually we hit on the idea of monitoring the pulse rate of the subject, figuring that excitement makes your heart beat faster. To even things out, we tried to make the real event as close to the game as possible, but wary of how much excitement our office-weakened hearts could take, we decided to start with something only mildly exhilarating...

DRIVING TO WORK vs F1

1



Which damages more, JD? Radio One DJs or fumes?

(Domark, AP34, 90%)

TEST SUBJECT: Jonathan Davies

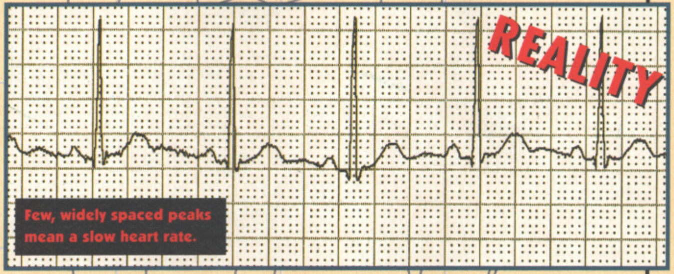
REAL LIFE: Nose to tail traffic all the way into the town centre, choking fumes belching out of lorries and only the moronic wit of Radio One DJs for company. JD rated it "about as exciting as watching Richard Whitely on Count Down, only less so," and the ECG recorded a puny average of 82 beats per minute (bpm).

AMIGA 'ENHANCED' REALITY: Jostling for position, screaming out of chicanes and overtaking on the inside, this certainly had JD wriggling in his seat, and sent his pulse flying up to 120 bpm on one particularly tight bend.

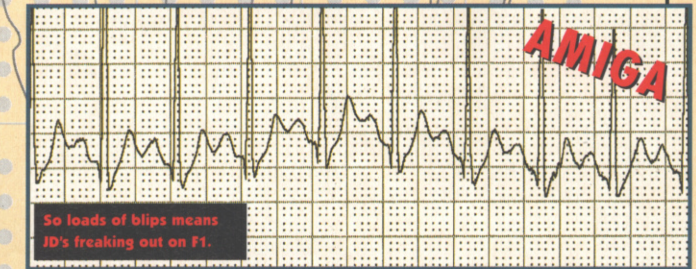
JD claimed it was "almost as good as that time I went rally driving," an anecdote we'd heard before. Many, many times before.

CONCLUSION: Racing on public roads carries severe penalties and anything up to ten points on your licence, so say "No" to joyriding and "Yo" to racing games. Or something.

Yo (or something), stuff him up the inside. Don't worry about the paintwork.



Few, widely spaced peaks mean a slow heart rate.



So loads of blips means JD's freaking out on F1.

SHOPPING vs ISHAR 3

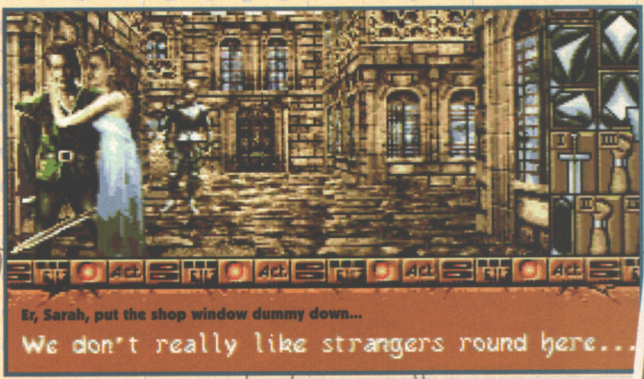
(Daze, AP41, 50%)

TEST SUBJECT: Sarah Sherley-Price

REAL LIFE: We equipped AMIGA POWER art assistant Sarah with warm robes and a magical 'Card of Purchasing' and sent her out into the streets of Bath. After 20 minutes she'd communicated with several shopkeepers, fended off a dozen Big Issue vendors and triumphantly returned to the office laden with many treasures.

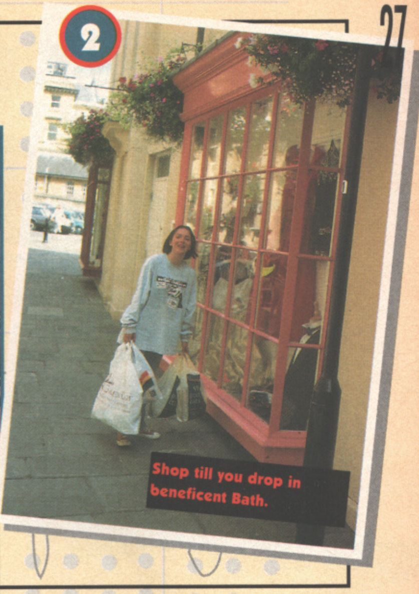
AMIGA 'ENHANCED' REALITY: We equipped AMIGA POWER art assistant Sarah with warm robes and sent her out into the streets of the Kendorian Empire. After 20 minutes she'd communicated with no one, fended off four ninja assassins and gloomily trudged around finding absolutely nothing.

CONCLUSION: Shopping is more interesting than *Ishar 3*, but only just. Both traces show a heart rate about the same as a pensioner strolling through the park.



We don't really like strangers round here...

Er, Sarah, put the shop window dummy down...



Shop till you drop in beneficent Bath.

PINBALL vs PINBALL FANTASIES

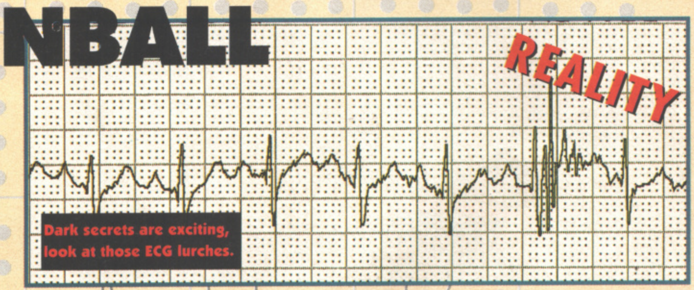
(21st Century Entertainment, AP19, 89%)

TEST SUBJECT: Steve Faragher

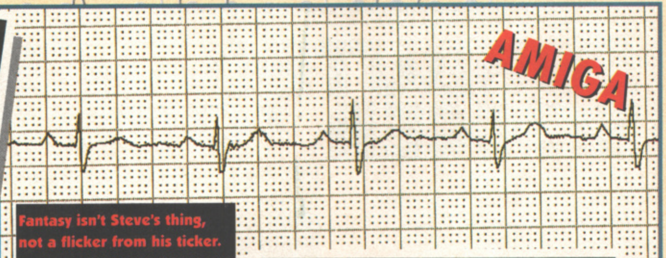
REAL LIFE: Ever since he was a young boy, Steve's played the silver ball. Rating it as "more exciting than whipped cream on a cappuccino" Steve is psychologically addicted to pinball. He likes it lots, and it not only set his ticker racing up to an impressive 137 bpm at one point, but also made it do an odd lurch when the multiball option kicked in.

AMIGA 'ENHANCED' REALITY: "It's all right," commented Steve derisively, "but the best computers have to offer just can't match the cut and thrust of a real pinball table." Harsh words indeed, but ones backed up by a steady, slow heart beat of around 78 bpm.

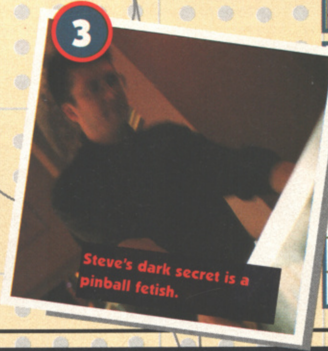
CONCLUSION: Rather controversially, real life beats *Pinball Fantasies.* Blimey.



Dark secrets are exciting, look at those ECG lurches.

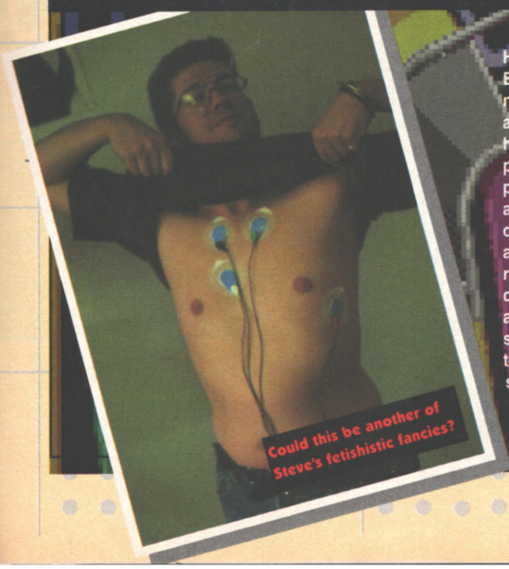


Fantasy isn't Steve's thing, not a flicker from his ticker.



Steve's dark secret is a pinball fetish.

BE STILL MY BEATING HEART



Could this be another of Steve's fetishistic fancies?

Helen Owen is the chief cardiac technician at Bath's largest hospital, the RUH. Despite having nearly a hundred pace-maker patients on her books and fifty or so patients a day to see, she took a few hours of her valuable time to help us out with our puerile and quite frankly worthless experiment. The portable ECG (Electrocardiogram) recorders cost an astonishing £2000 each and are used to continually monitor and record heart beats for anything up to 25 hours at a time. The data received helps with anything from diagnosing heart complaints to monitoring a patient's recovery after an operation, and despite the flashy electronics, it's still up to the trained eyes of experienced technicians at the RUH to make sense of all the squiggles and come up with a diagnosis.

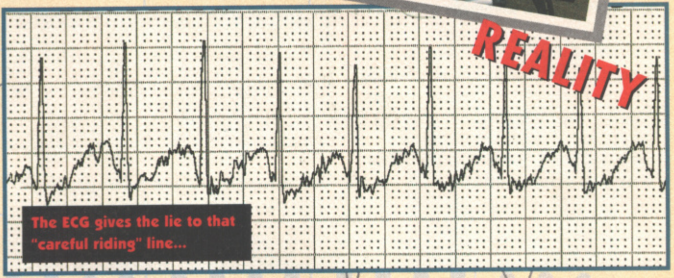
Helen batted not an eyelid at the frivolity of our experiment.

SUZUKI DR650RSE vs NO SECOND PRIZE

4

Hey, guys, take the sidestand off first.

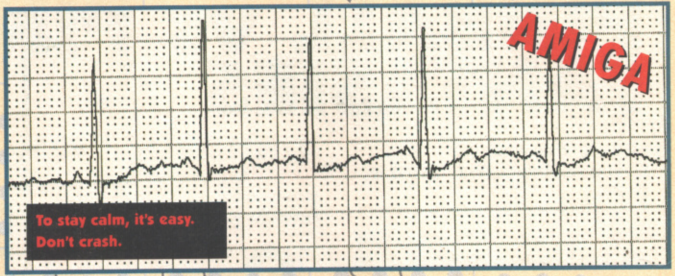
(Thalion, AP19, 84%)
TEST SUBJECT: Diane Clarke
REAL LIFE: Our ad-sales girl Diane bravely volunteered to cling on as Cam (*"rode sensibly and cautiously, obeying the speed limit at all times." – Ed*) along various A-roads. Ten miles later, the trace came back looking like a cross section of the Lake District, proving (Cam insists) that motorbikes are "big, hard, AND clever." From a pre-ride level of 85 bpm, Diane's pulse rocketed up to a mighty 134 bpm during a slightly hairy, perhaps even ill-considered, overtaking manoeuvre.
AMIGA 'ENHANCED' REALITY: It's fast, it's smooth and it even sounds great, but Diane never really got to grips with the unusual mouse control of *No Second Prize*, and consequently crashed rather a lot. This didn't stop her chalking up an impressive 121 bpm before she crashed into a bridge and totalled the bike.
CONCLUSION: In terms of sheer excitement, the real bike. However, newspaper headlines rarely read 'Over 1000 people killed in Amiga racing game accidents last year,' so think once, think twice, think bike.



The ECG gives the lie to that "careful riding" line...

FINISH
5
damage

It's not exactly Kevin Schwantz, is it? Where are the gangly knees?



To stay calm, it's easy. Don't crash.

SUBBUTEO vs SENSIBLE SOCCER '92/'93

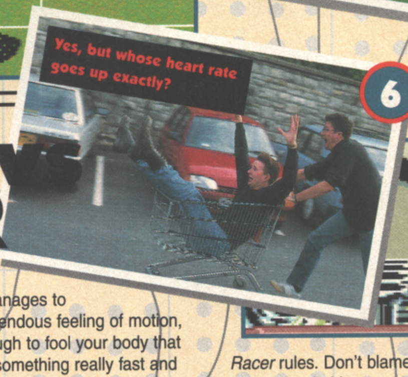
(Renegade, AP21, 94%)
TEST SUBJECT: Paul Mellerick
REAL LIFE: It's all a bit silly and we couldn't find an iron to get the rumples out of the pitch. After 90 minutes end to end, Paul declared that "I'd think it was great, if I was about ten years younger and had loads of friends." Hmm.
AMIGA 'ENHANCED' REALITY: It's *Sensi*.
CONCLUSION: It's *Sensi*. No contest. And if you're looking for a trace, there isn't one. Paul's heart messed up the monitor. Oops. Maybe he doesn't have one...

Games 1 Reality 0.

5

Will someone please be Paul's friend?

ROLLER COASTER vs STUNT CAR RACER


6

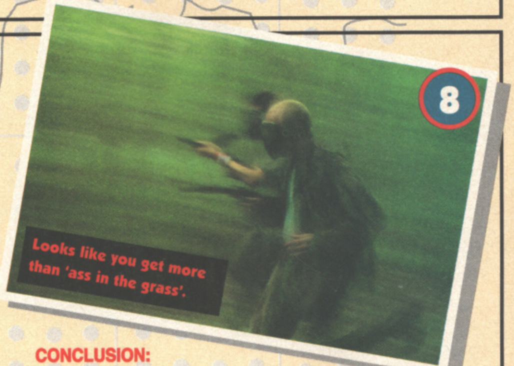
Yes, but whose heart rate goes up exactly?

(Kixx, AP41, 91%)
TEST SUBJECT: Cam Winstanley
REAL LIFE: When we proposed a trip up to Alton Towers to try out their new Nemesis rollercoaster, Steve the Publisher crumpled our expense request forms scornfully, and told us that we were paid to work, not have a good time. Deciding that the experiment must go on, we tried the next best thing, but two laps of the Sainsbury car park in a shopping trolley wasn't quite the same.
AMIGA 'ENHANCED' REALITY: Despite the rudimentary graphics, *Stunt Car Racer* manages to impart a tremendous feeling of motion, certainly enough to fool your body that you're doing something really fast and really dangerous. Honest.
CONCLUSION: Inconclusive results on this one, but we reckon that *Stunt Car Racer* rules. Don't blame us for the washy result, blame our boss. We'd really wanted to go on that Alton Towers trip. Sob.

BARE KNUCKLE BOXING vs MORTAL KOMBAT

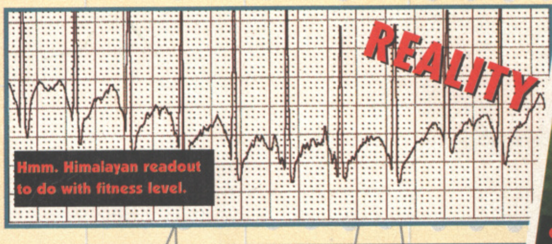
(Virgin, AP33, 86%)
TEST SUBJECT: JD and Cam
REAL LIFE: Actually, we never got round to this. Jonathan forgot his PE kit and Cam turned up in his glasses, mumbled something about losing his contact lenses and said that he couldn't fight without corrected vision. In the end, both parties signed a declaration stating that 'personal conflict and animosity are futile' and shook hands like the right proper gents they are.
AMIGA 'ENHANCED' REALITY: Compared to the blood and whimpering of real unarmed combat, computer fisticuffs is a much better idea, and *Mortal Kombat* still stands head and shoulders above the other Amiga beat-'em-ups. Putting the lads and lasses of the Kombat Krew through their paces proved to be not only exciting for JD and Cam, but also mildly anaerobic due to the furious amount of joystick waggling and shouting involved.
CONCLUSION: Make *Kombat,* not war. And we lost the results on this one. Sorry.

PAINTBALLING vs CANNON FODDER

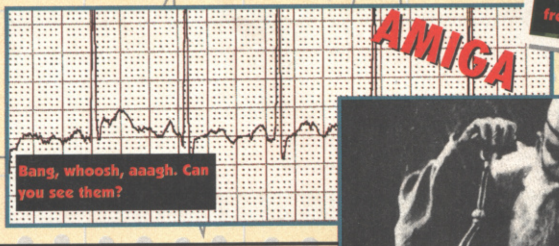


Looks like you get more than 'ass in the grass'.

(Virgin, AP32, 94%)
TEST SUBJECT: Cam Winstanley
REAL LIFE: The location's thick woodland, the weapon's a compressed gas powered pump action paintball gun and the idea's to run around shooting a lot. Cam found a day of this physical exercise punishing after two years of sitting at a desk, and it was decided that his massive 165 bpm trace was a product of lack of fitness rather than overwhelming excitement.
AMIGA 'ENHANCED' REALITY: Free of all that running around and being physically fit nonsense, *Cannon Fodder* leaves you free to concentrate on blowing things up, which managed to raise Cam's heart rate from 76 bpm to 112 bpm.
CONCLUSION: Getting your 'ass in the grass' with paintballing's fun, but it's also exhausting and painful if you get shot (*Just like real life. – Ed*) whereas *Cannon Fodder*'s got vehicles and explosives. We have to rate this one a draw.

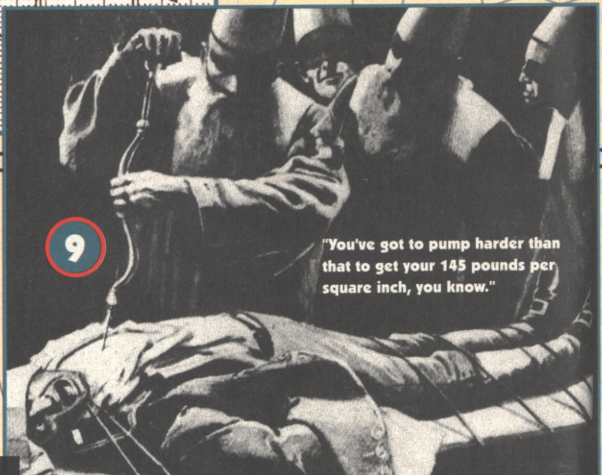


Hmm. Himalayan readout to do with fitness level.



Bang, whoosh, aaagh. Can you see them?

Cam loves the smell of fresh paint in the morning.



"You've got to pump harder than that to get your 145 pounds per square inch, you know."

(Mindscape, AP21, 45%)
TEST SUBJECT: 'Doctor' Jonathan Nash
REAL LIFE: His identity cloaked by an operating cape and mask, our Jonathan bluffed his way into an operating theatre using a forged ID pass. With nothing more than a sketchy knowledge of anatomy and an overwhelming urge to, and here we quote, "cut deeper than anyone has ever cut before", 'Dr' Nash... (*That's enough examples of games vs reality. – Ed*)

CLINICAL SPLEENECTOMY vs LIFE AND DEATH

SO THIS PROVES WHAT EXACTLY?

After poring over the graphs, reading through hefty medical journals and talking to top professionals, we devised this four point conclusion:
1. We're no good at organising serious experiments. Next time we should check our equipment and make sure there's a tape in the machine when we're monitoring Paul. *(Bah, you've blown it now. – Ed)*
2. Good computer games are a cheap way of getting a buzz. While they can't supply the same levels of exhilaration as something like a motorbike, they rarely fail to get you going.
3. Bad computer games quickly make you realise you're sitting in a room, looking at a TV screen. That is, they're excessively dull.
4. People new to computer games get more kicks out of them. When Diane played *No Second Prize* for the first time, it affected her heart rate far more than when jaded old journo Steve played *Pinball Fantasies* for the gillionth time. From this we can deduce that you should either buy new games more often, or even better introduce your parents to the joys of fatality moves in *Mortal Kombat* or the wholesome fun of sharpened sticks in *Cannon Fodder*. Anyway, next month we'll be wandering around town 'tooled up' in raincoats for our controversial *Syndicate* vs Real Life feature *(Or possibly not – Ed).*

CANNON FODDER

BY CAM WINSTANLY OF AMIGA POWER

THE OFFICIAL PLAYING GUIDE

THE MISSIONS

33

MISSION 7 PHASE 1

Split off one man without weapons to take out the snipers (1). This may seem a mean thing to do, but as long as you KEEP MOVING, he'll be fine. Leave him near the second hut (2) and then bring up the others, bombing both huts as you pass.

Switch to rockets and cross the water at the right of the map, targetting the next sniper (3) as

6
7
5
5
3
4
1
2
1
1
8
1
3
4
6
7

32 The OFFICIAL CANNON FODDER Playing Guide

MISSION 6 PHASE 2

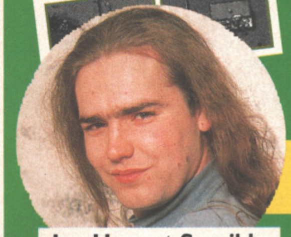
Wander down to the small cliff, then split the team. Send one squad over to the hut (1) but make sure that it's between you and the sniper. The sniper will blast the hut for you, then you lob a grenade over the hut to take him out – simple.

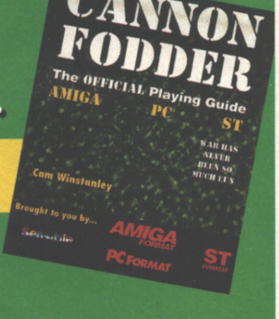
Send the other squad down to the helipad (2) and blow the fence open so you can get to the grenades. Go down the narrow path and shoot the sniper on the roof (3) before bombing the hut (4) and blowing the fence open so you can get through. There's some extra rockets (5) but they're hard to get to and you don't really need them, so head over to the houses and just blast the door off (6) to finish the level. This is quite easy as long as you don't bomb the fence, because it keeps the grunts contained within the compound and easy to kill.

Don't be the Cannon Fodder
BEAT THE GAME...

- This new book is packed with crucial information on how to survive and conquer in the Cannon Fodder War Zone.
- Save your bacon . . . with our hints and tips to get you through those key moments in the game.
- Full walk-through instructions for EVERY MISSION to guide you to victory.

ONLY £9.95


Jon Hare at Sensible Software says "Buy this book - it's bloody great."



CREDIT CARD HOTLINE0225 822511

Brought to you by

PC FORMAT AMIGA FORMAT ST FORMAT

THE OFFICIAL PLAYING GUIDE ORDER FORM

YES! I want want to beat this blood thirsty game. Please send me this excellent NEW Cannon Fodder Playing Guide right away for only £9.95 inclusive of postage and packing. Order Number FLB254A

Total amount due: £ __________ *Customers outside UK please add £4.00 for overseas delivery*

Name: ______________________________ Your subscriber No: Q ______________________

Address: ____

Post Code: __________________________ Tel No: ______________________

☐ Visa ☐ Access ☐ Cheque *(payable to Future Publishing Ltd)*

Card No: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry Date: ☐☐/☐☐

☐ Tick if you do not want to receive offers from other companies.

Return coupon to the following address (no stamp required):

CANNON FODDER OFFER, Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset, England, TA11 6BR.

Future PUBLISHING

AP

GAMES

JUST WHO DO WE THINK WE COULD HAVE BEEN?

Despite being the mightiest beings ever to produce a magazine, it's a curious fact that we never intended to work here and just stumbled into near-godhood accidentally. So sit back and revel in our secret origins and our personal aspirations as we ponder...

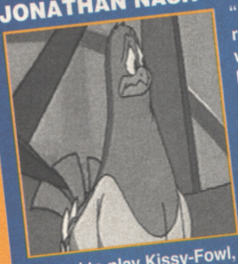
JONATHAN DAVIES

"I really didn't ever set out to be the editor of the universe's mightiest Amiga games mag," mourned JD, "although now that I play games all day, sit by my trusty Apple Mac and earn an honest regular wage, I've come to see it is a decent enough way to make a living. I always wanted to be a newsagent. Not a big one like WH Smith or Menzies, you understand, but a happy, small, corner shop sort of newsagent – the kind who sells sweets out of large jars by the quarter-pound and knows all the customers' first names. Unfortunately I failed the Newsagents' Guild entrance exam, and this was the nearest I could get to working with magazines." We worry about Jonathan sometimes.

CAM WINSTANLEY

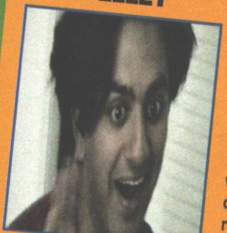
"When I used to tell everyone that I wanted to be a writer, this wasn't quite what I envisaged," admitted Cam, casually cleaning his fingernails with the point of an M663 US government-issue bayonet. "I always thought I'd be a well-respected screenplay author, and, in fact, still pursue this career. My hatezine 'Drop Dead Eszterhas' keeps my name in the eye of Hollywood producers by constantly slamming Basic Instinct writer Joe Eszterhas' one-track list of credits. Betrayed, Jagged Edge, Basic Instinct and Music Box were ALL THE SAME STORY, and the sooner Hollywood realises he's a fraud, the sooner they'll employ me. Hopefully."

JONATHAN NASH



"As far back as I can remember, I always wanted to be a hero," said Jonathan. This was an understandable and fine ambition. "Heroes were always surrounded by flocks of cute sparrows who wanted to play Kissy-Fowl, and Bobby and Pesto loved that." This was less understandable, and a bit rum. "So when the war started the Goodfeathers joined up as messenger pigeons." Light dawned, and we explained we didn't want to know about the ambitions of some cartoon characters, but about his own. In real life. He became frightened and ran away.

RICH PELLEY



"IT'S FUNNY, BUT I CAN'T REMEMBER MUCH OF MY LIFE BEFORE JOINING THE MAG," pondered Rich. Once more we assured him that his poor memory was a result of listening to overly loud music, but in reality, dear readers, Rich is the progeny one of our more successful scientific experiments. The original Richard Harvey Pelley was a sad and deranged 34-year-old ex-journo who'd worked for the tabloids in the late '70s but had slipped into alcoholism. Following an exciting street kidnapping, chloroforming and locking in the same room as a sinister alien pod, the new and improved Rich emerged. Alright, he doesn't blink and occasionally eats stray cats, but, by and large, he's a huge improvement on the old model.

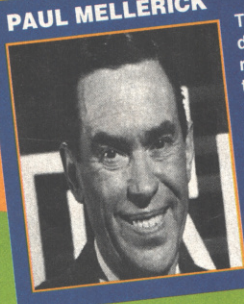
SUE HUNTLEY

Sue's earliest ambition was to be a controversial and flamboyant hair designer, the sort of hairdresser who would fly across the world to sort out the split ends and bleach the roots of international supermodels. "Then I really got into running at school and was particularly successful at the 400 metres," she revealed, "so I reckoned competing for my country would give me all the same travel opportunities as hairdressing without the chapped hands and overpowering smell of perm solution. By the sixth form though, training and running seemed too much like hard work, and I concentrated on graphic design. And hey, here I am."

STEVE FARAGHER

Top songster Prod Ed Steve always planned on being a pop star. Citing his musical influences as Jean-Jacques Brunel (of Stranglers fame), John Lydon (of Sex Pistols fame) and Mike Batt (of Wombles fame), the young Steve's star aspirations were cut short in the mid '80s. "I had to leave the country in a hurry and sold all my instruments to finance the trip. When I returned, bedraggled and penniless, I fell in with AMIGA POWER without quite knowing what was happening." And would he care to throw some light on his hurried emigration? "No," grunted Steve, seeming to press back in his seat and turn away from the windows, "and if you ask again, I'll kill you all." Crumbs.

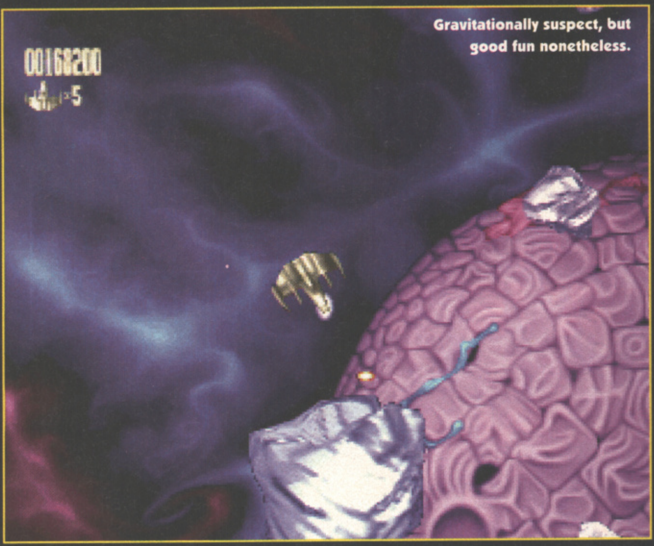
PAUL MELLERICK



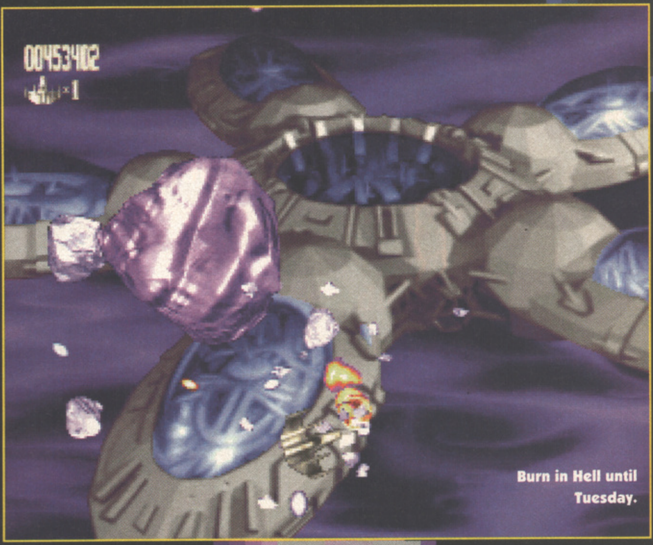
The invention of the transistor and zener diode marked the time that new bug Paul realised his true vocation in life. "Even though I was very young, I foresaw the advent of computer games and wanted to be right in there, at the cutting edge of computer game technology. All my school years, my O-levels and my hobbies were geared up to this, and eventually I achieved my goal of becoming a computer journo." We were astounded. You mean you actually planned this? "Sure did," beamed Paul.

SARAH SHERLEY-PRICE

"The two things I've always loved doing are ballet dancing and looking after my pets, so the logical career to move on to was a dancing country vet," reminisced Sarah. "It's a highly specialised combination, but Hereford Agricultural College runs a combined Classical Dance/Bovine Obstetrics course that I was fortunate to get a place on. Tragically, before I could start, I was kidnapped on holiday in Morocco, sold into white slavery and bought by a front man for the AMIGA POWER organisation. It's an odd career path I know, but all things considered, it's turned out okay really."



Gravitationally suspect, but good fun nonetheless.



Burn in Hell until Tuesday.

SUPER STARDUST

It's just *Asteroids* with knobs on really, isn't it? (Or is it?) (Well, yes it is. Emphatically so, in fact.)

Runs On: A1200
Publisher: Team 17
Authors: Bloodhouse
Price: £30
Release: Late October

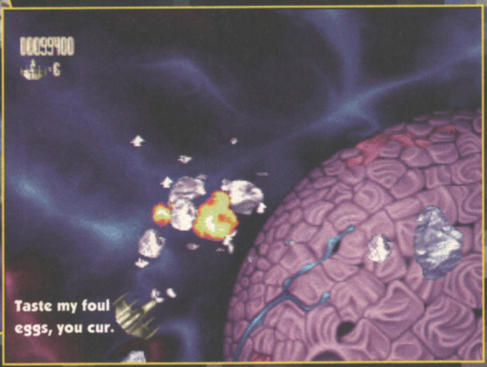
Soft. That's the word for *Super Stardust.* Not only has the astoundingly high difficulty level of the famously non-selling A500 version been wound down a crank or two, but the graphics have been given a plumper, smoother look and the music (and even the explosions) a warmer, rounder sound to create an altogether 'softer' feel.

No, it's no good.

WHAT'S WRONG WITH YOU PEOPLE? WE TOLD YOU *D/GENERATION* WAS TERRIFIC, WE TOLD YOU IT WAS ASTONISHINGLY CHEAP, AND YOU IGNORED US. THEN WE TOLD YOU THAT *STARDUST* WAS TERRIFIC, AND IT WAS EVEN MORE SHOCKINGLY INEXPENSIVE, AND THAT IF YOU DIDN'T BUY IT FOR BEING FABULOUS AND NOT-AT-ALL PRICEY AFTER COMPLAINING ABOUT ROCKETING GAME COSTS THEN YOU WERE ALL OIKISH HYPOCRITES AND DESERVED THE INEVITABLE PRICE HIKES WHEN THE PROGRAMMERS QUITE SENSIBLY LICENSED THEIR GAME TO A SOFTWARE HOUSE RATHER THAN RELYING ON YOUR GOODWILL AND SELLING IT MAIL ORDER, AND AGAIN YOU IGNORED US, AND NOW BLOODHOUSE HAVE DONE JUST THAT AND IT'S GOING TO COST YOU MORE TO BUY *SUPER STARDUST* AND, INDEED, *STARDUST* WHICH IS BEING RE-RELEASED, AND YOU KNOW WHAT? YOU'RE ALL GOING TO BUY IT NOW, BECAUSE YOU'VE GOT SOME STUPID PRECONCEPTIONS THAT BECAUSE A GAME IS CHEAP IT HAS TO BE POOR, AND THAT HAVING IT TAKEN UP BY AN ESTABLISHED COMPANY AND GIVEN A BIG BOX AND SOME ADVERTISING SOMEHOW MAKES IT BETTER, AND YOU'RE GOING TO FEEL SO MUCH HAPPIER ABOUT PAYING MORE FOR IT IN SOME HIGH STREET SHOP RATHER THAN BUYING IT DIRECTLY FROM THE PEOPLE WHO DID ALL THE WORK AND MAY YOU SOON BE AS FINANCIALLY BANKRUPT AS YOU ARE MORALLY, YOU UNBELIEVABLY STUPID WHINGERS.

That's better.

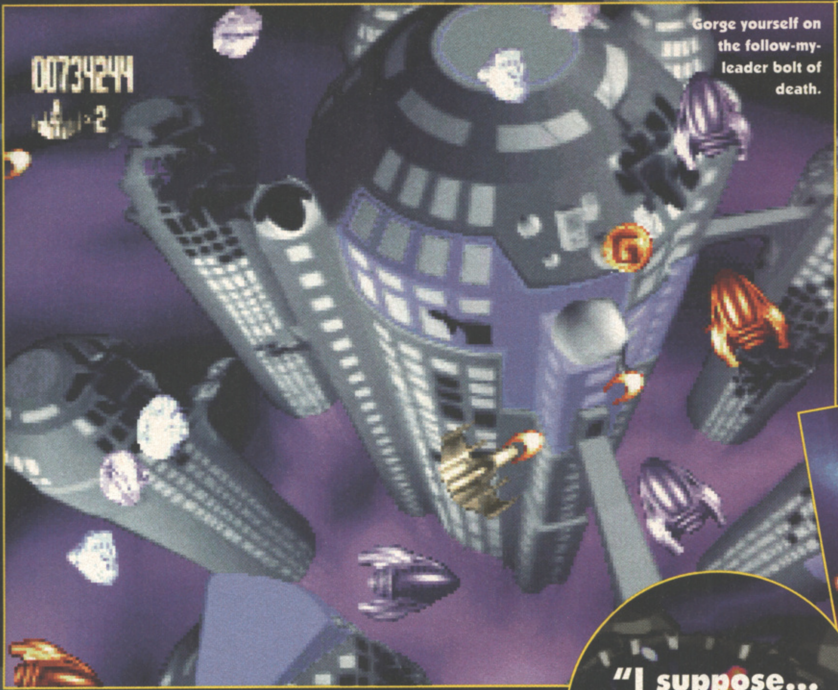
A feeble attempt to pursue me across the screen, devilish fiend.



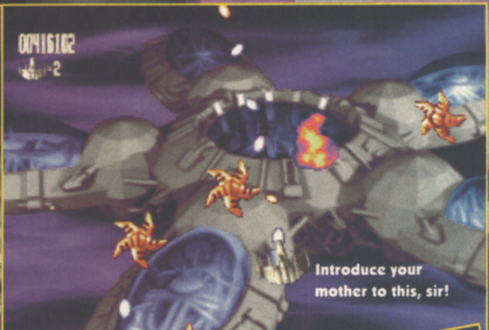
Taste my foul eggs, you cur.

FINISHED

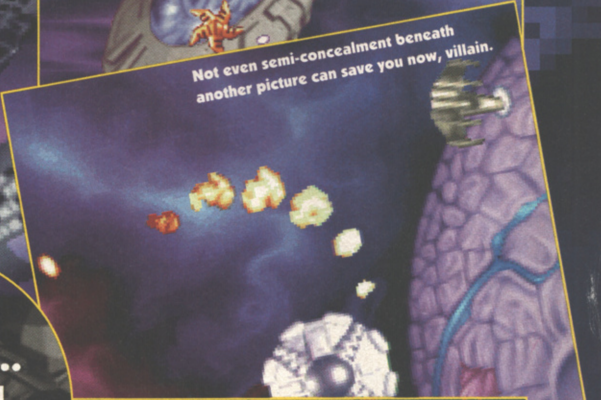
Well, um, here I am with four pages to write about what is, essentially, *Asteroids* with a 3D section. Looking back at the review of the original game, *("Cam"... this joke is really getting tired. – Uncle Joe Stalin)* cunningly exhausted all possible topics (describing the aim of the game and its merits and drawbacks *(Fiendishly*



Gorge yourself on the follow-my-leader bolt of death.



Introduce your mother to this, sir!



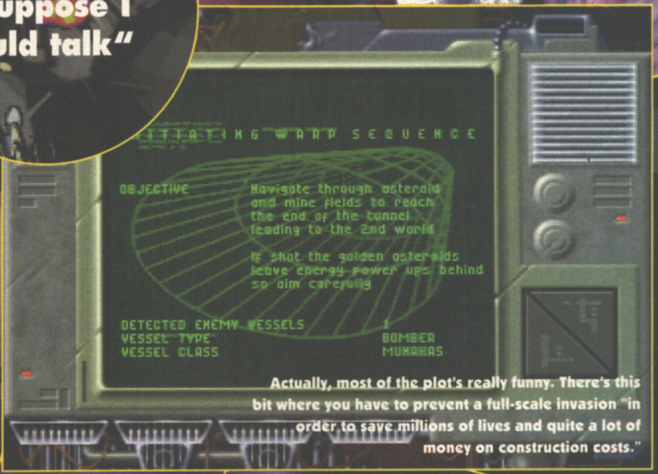
Not even semi-concealment beneath another picture can save you now, villain.

"I suppose… I suppose I could talk"

cunning, yes. – Ed), outlining the ingenious power-up system, er, shouting about people not buying the game) leaving me in a right old pickle. Crumbs. And you're probably all just interested in looking at the pictures anyway.

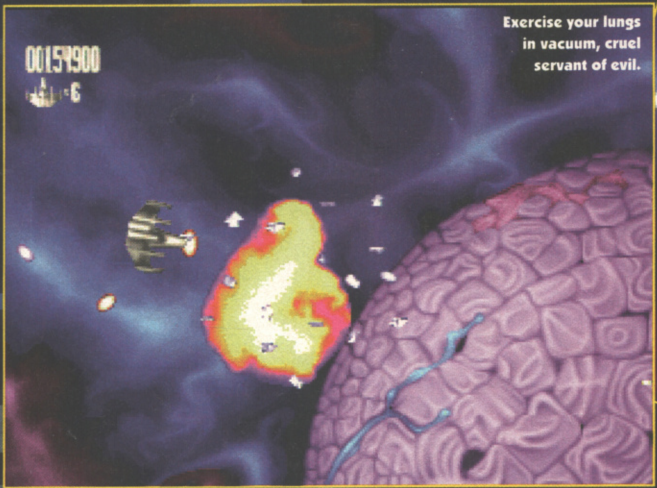
Actually, there's one thing I could say. In the review, Stuart *(Rejoice! Our comrade has been cleared of the terrible crimes trumped up by the diabolical head of the oppressive regime overthrown by our glorious counter-revolution. – Comrade Nicky Kruschev)* complained about the lack of keyboard control. It was, he said, a fatal error considering the amount of pixel-perfect manoeuvring required. Well, such is the influence that AMIGA POWER commands, Bloodhouse have fixed things for *Super Stardust.* There are, in fact, two keyboard options, to do with the positioning of the thrust and fire keys or something (I'm unswayably inclined towards the office fire-buttons-replacing-up-and-down joypad actually) so all hail to AMIGA POWER! Um.

I suppose... I suppose I could talk about the basics of the game, because, technically, it's not quite *Asteroids.* That venerable game, as you will no doubt recall, being fans of old coin-ops and not, for example, dynamic young people living for the here and now, had you shooting at big rocks, which split into smaller rocks, then tiny rocks which finally exploded. In *Super Stardust*, there are different strengths of rock. The ordinary grey rocks (except they're more sort of ruggedly silver. Look at that raytracing! But that's talking about the graphics, which has been done. Jiminy) for example take but a few hits to demolish, whereas the mauve boulders

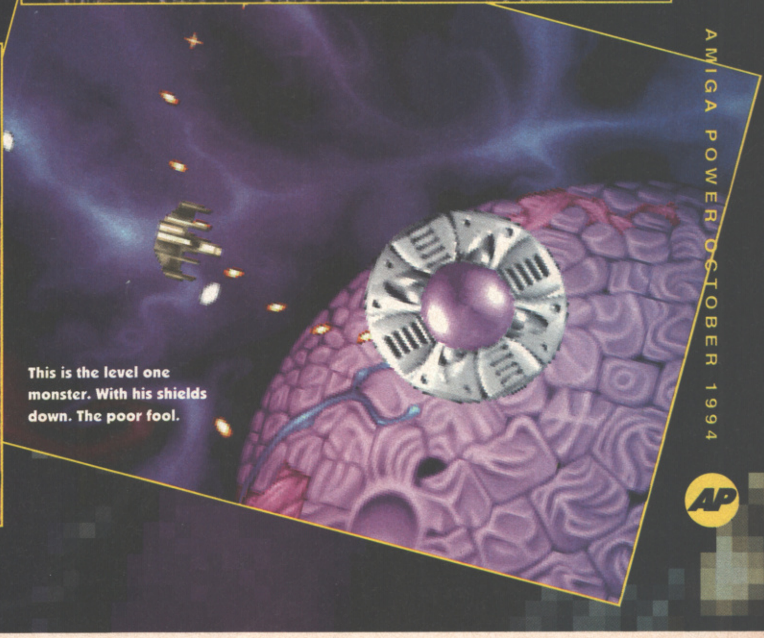


```
ITIATING WARP SEQUENCE

OBJECTIVE              Navigate through asteroid
                       and mine fields to reach
                       the end of the tunnel
                       leading to the 2nd world

                       If shot the golden asteroids
                       leave energy power ups behind
                       so aim carefully

DETECTED ENEMY VESSELS                  1
VESSEL TYPE                             BOMBER
VESSEL CLASS                            MUMAKAS
```

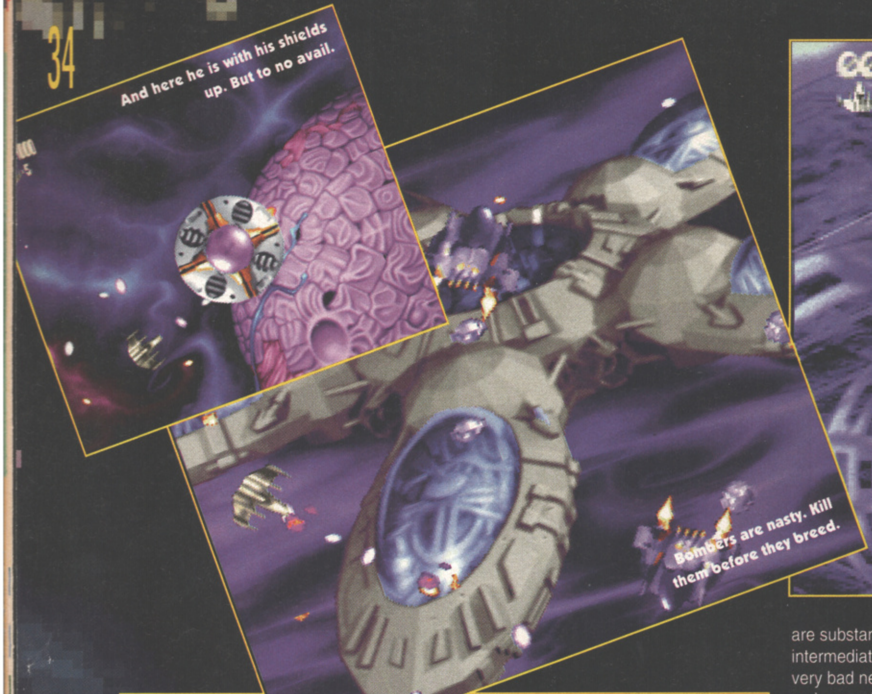
Actually, most of the plot's really funny. There's this bit where you have to prevent a full-scale invasion "in order to save millions of lives and quite a lot of money on construction costs."



Exercise your lungs in vacuum, cruel servant of evil.

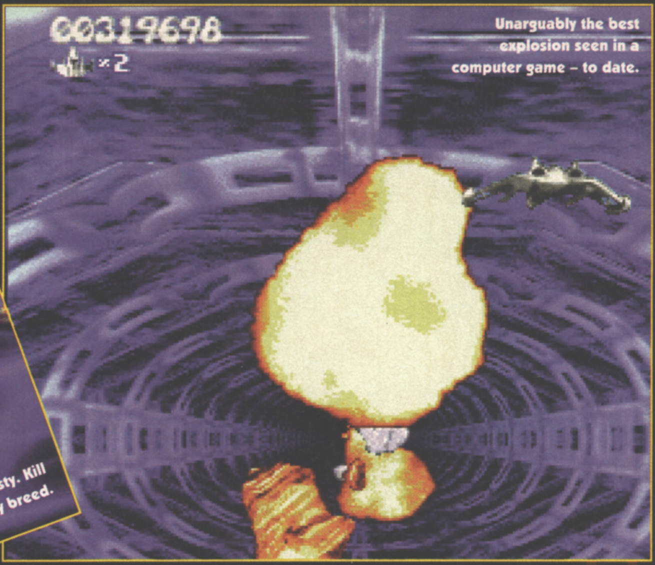


This is the level one monster. With his shields down. The poor fool.



And here he is with his shields up. But to no avail.

Bombers are nasty. Kill them before they breed.



Unarguably the best explosion seen in a computer game – to date.

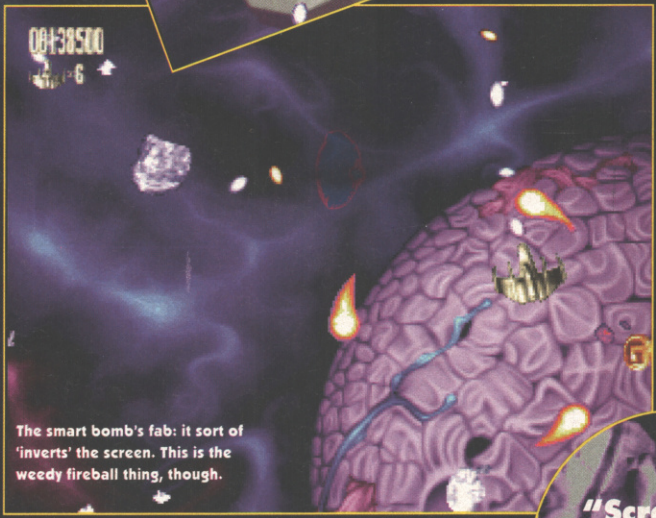
are substantially harder than the intermediate blue ones. (Gold boulders are very bad news.) In fact, not only do the rocks vary in resilience, the different chapters move at different speeds, so rather than having a predictable *Asteroids* screen where you know that the titchy boulders will zoom around faster than the big ones, the game litters the playing area with tricky blighters that tend to take you by surprise.

Actually, taking you by surprise is a speciality of *Super Stardust*. Quite apart from the difficulties of playing a game where using the screen wraparound is of tremendous importance (and it's a breakthrough moment when you stop frantically trying to stay in the centre of the screen where, fairly obviously, the concentration of boulders is at its highest and work with the wrap to speed out of danger and pounce on something from behind) the introduction of monsters with the second level causes near-panic. These monsters – unlike the feeble bleep of the original game, heralded with a piercing, jangling alarm klaxon – try their damnedest to do away with you in so many nasty ways, the very least of which is following you doggedly around the screen. (The very most involves something remarkably unpleasant to do with overwhelming odds, spinning spiked arms that overlap the screen edges so you're in danger from three directions at once, and leisurely bombers spilling proximity mines.) It makes each new screen an adventure, with you whittling away at the rocks then being expertly frightened by the klaxons, flitting around the screen nervously trying to anticipate where the monsters will appear, and then getting taken by surprise. I do like that in a game. (But so did Stuart. Ooogh.)

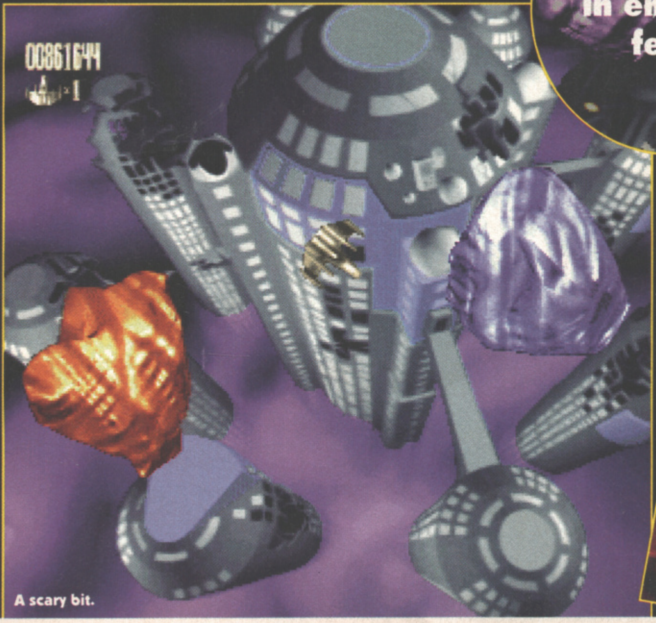
"Screaming in empathic fear"

SIXTY

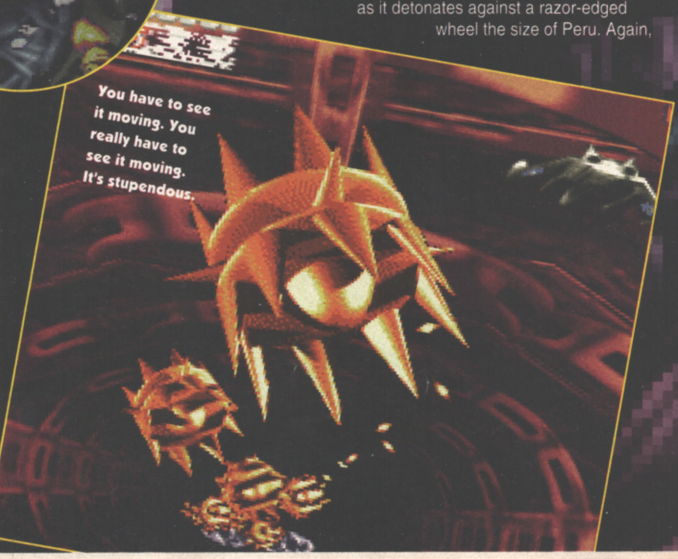
The tunnels then. The bits where you get from one level to another after defeating the big monster, except that's like calling *("Standing atop the Blackpool Tower in a high wind with a big flappy coat" and not, for example, anything to do with the Big One. – Legal Ed)* reasonably invigorating. You really can't appreciate the devastating majesty of these sections until you're there, bobbing in your seat to the jinks of your ship and screaming in empathic fear as it detonates against a razor-edged wheel the size of Peru. Again,



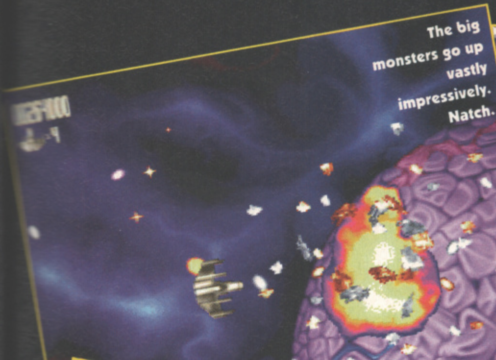
The smart bomb's fab: it sort of 'inverts' the screen. This is the weedy fireball thing, though.



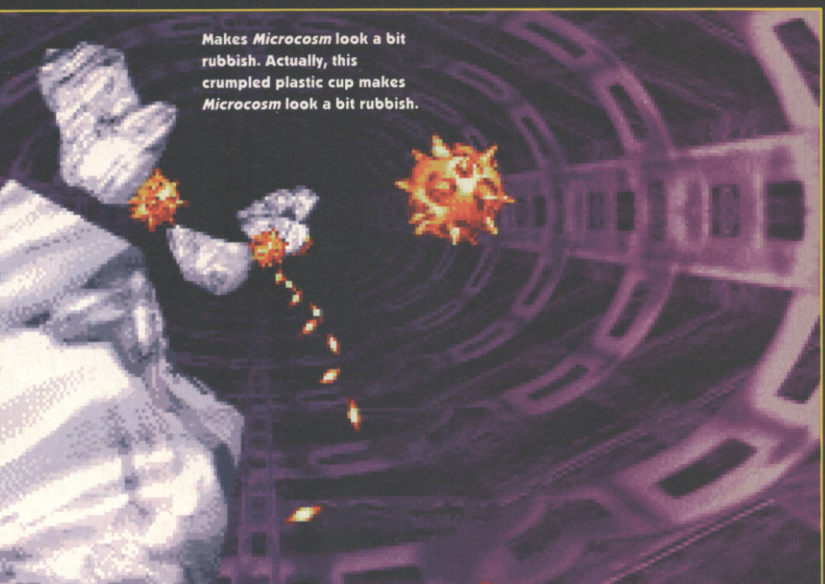
A scary bit.



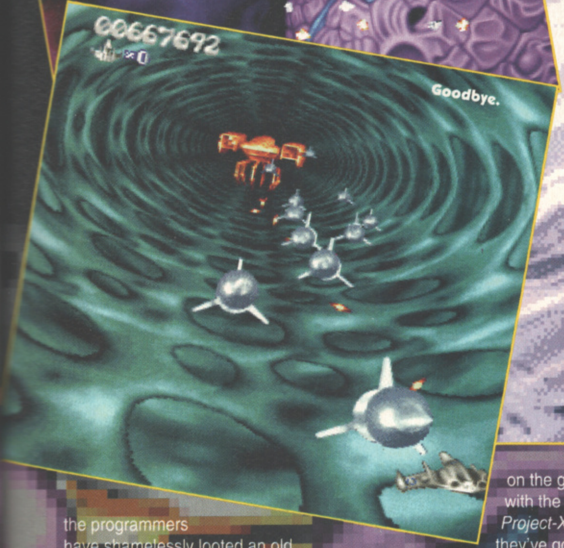
You have to see it moving. You really have to see it moving. It's stupendous.



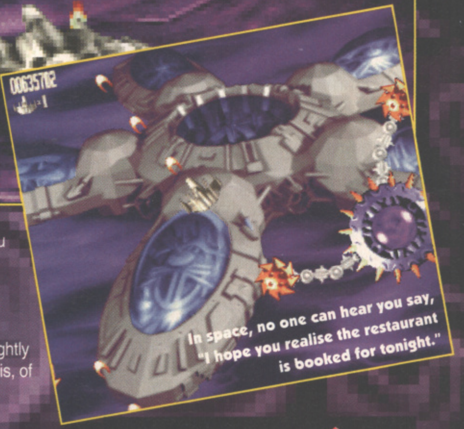
The big monsters go up vastly impressively. Natch.



Makes *Microcosm* look a bit rubbish. Actually, this crumpled plastic cup makes *Microcosm* look a bit rubbish.



Goodbye.



In space, no one can hear you say, "I hope you realise the restaurant is booked for tonight."

the programmers have shamelessly looted an old coin-op (the sticking your head out of the window of a car going 60mph-rushingly 3D *Space Harrier*, to be exact) but have trampled all over it in terms of speed, impact and nerve-zapping gameplay. The rogues.

PERCENT

There is, however, one thing wrong with *Super Stardust*. One quite big thing, actually. It really is 'soft.' After the terrifying challenge of *Stardust*, you'd expect Team 17 to impose a 'friendlier' level of difficulty on the game (as they did with the re-release of *Project-X*). But, oddly, they've gone almost to the other extreme. You can be blasting away, marvelling at the presentation, goggling at the horrendous destructive power of your guns as rocks splinter all around, sweeping around to catch out the monsters, tackling the power-up-laden sub-levels early on to charge up your guns even more and endangering your thumb in the tunnels, when suddenly you realise you've just completed level three and there are only five altogether. And there are passwords.

It's not necessarily a bad thing (*Stardust* just tended to make you angry on the later levels with its absurd over-aggressiveness) but the almost supernatural ease with which everybody who played the game sailed through it smacks slightly of compromise. And compromise is, of course, a tool of the devil.

ONLY

But you'll probably not be interested in our reactionary mumblings. You'll be justifiably excited about the game's engulfing playability, constant variety, truly cinematic moments (the bit where this gigantic rock – and we're talking ship-dwarfing – rolls in from one corner, and you speed off to avoid it, and another gargantuan boulder tumbles out from the opposite corner and the two squash you in between demands to be shown on a big screen to a breathless audience), bizarre percentages (such as shot-to-hit ratios and, er, power-up icons missed) and frankly astonishing presentation. Good for you.

● *JONATHAN NASH*

A1200

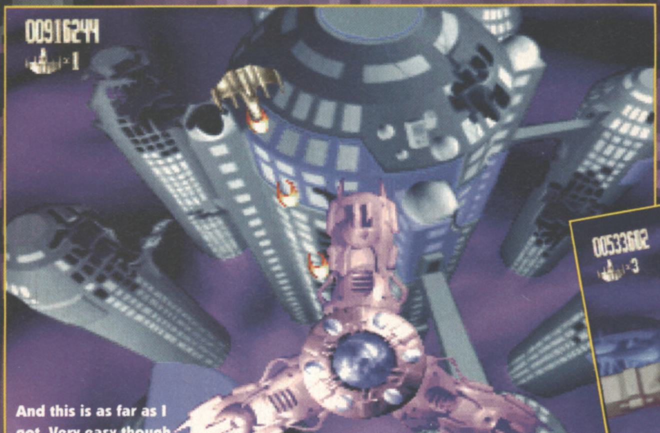
▲ UPPERS Spectacular, that's the word for *Super Stardust*. And elegant. Playable, that's another one. And thumpingly exciting. (But that's two.)

▼ DOWNERS Vastly easier than the original – you should have no trouble getting to, say, level three on the first day. The engine power-up's annoying as well – it just increases your speed, which scuppers your turning circle.

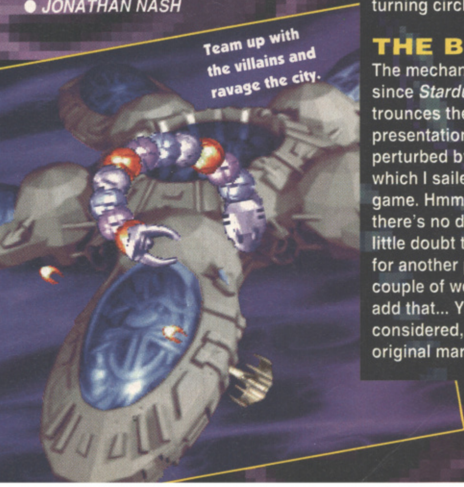
THE BOTTOM LINE

The mechanics have been tidied up since *Stardust*, and it obviously trounces the original on presentation. But I'm genuinely perturbed by the lazy ease with which I sailed through 60% of the game. Hmmm. It *is* a great game, there's no denying that, and I have little doubt that I shall be returning for another prolonged crack at it in a couple of weeks. So... subtract this, add that... Yes. All things considered, I'd say the original mark stands.

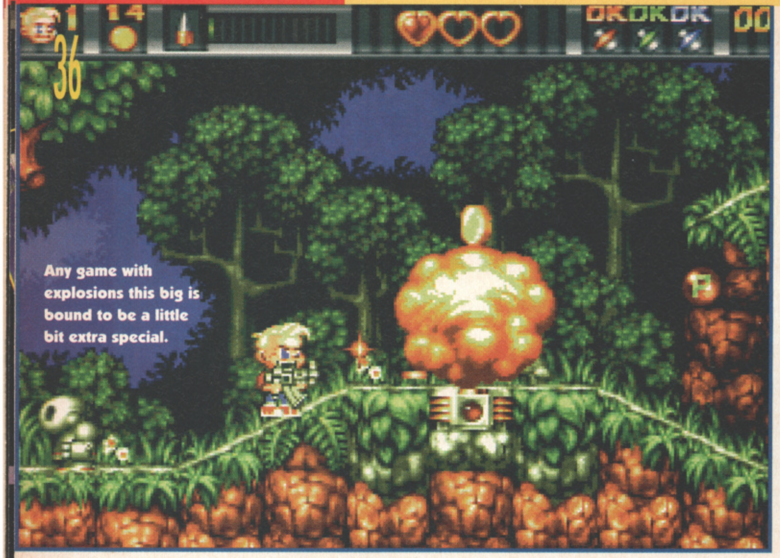
89 PERCENT



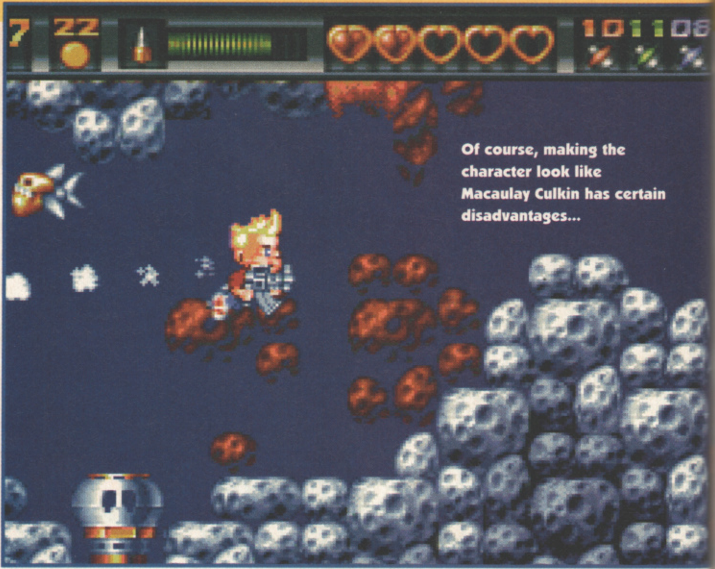
And this is as far as I got. Very easy though. Up to the point where I was repeatedly killed.



Team up with the villains and ravage the city.



Any game with explosions this big is bound to be a little bit extra special.



Of course, making the character look like Macaulay Culkin has certain disadvantages...

RUFF 'N' TUMBLE

Refresh your swear word vocabulary before you dare to tough this one out...

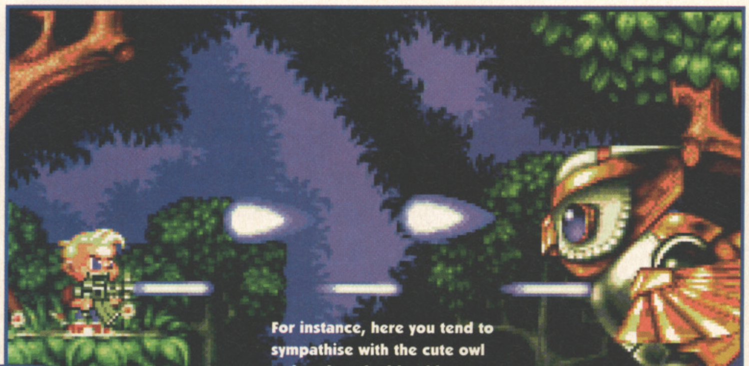
Game: Ruff 'n' Tumble
Runs on: A500, A600, A1200
Publisher: Renegade
Price: £26
Release: October

Ruff 'n' Tumble made me swear one helluva lot, and I hate it when that happens. It's quite the most difficult, frustrating game I've played all month. And yet, because it's so good, I had no choice but to keep playing it.

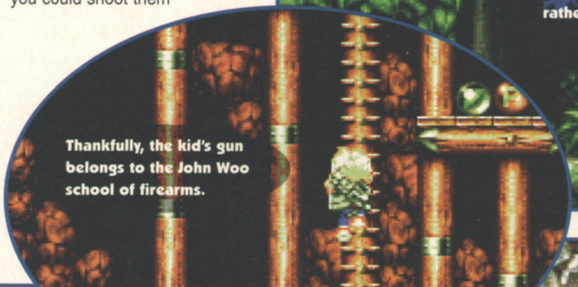
"You... you dirty rotter!" I'd cry as yet another armour-plated baddy shrugged off my hail of bullets and continued to stomp towards me, his laser bolts ripping me apart like a watermelon (remember that scene from Day of the Jackal? Yes, like that...). Riled beyond measure, I'd hurl my joystick through the screen, resulting in hundreds of pounds' worth of damage and fusing the electricity on the entire second floor of Future Publishing, unwittingly causing work to grind ponderously to a halt on several of Britain's biggest-selling leisure computing magazines.

But, after walking swiftly round the block a couple of times to let off steam, I'd always return, sweep away the debris, purchase a new monitor from Dixons and arrange for Chris the Handyman to reconnect the electricity. Grasping my joystick with renewed vigour and determination (and barely flinching as the shards of cathode ray tube embedded in it cut into my palms), I'd vow to get even – maybe firing on the baddy from the platform above him, out of range of his guns – and make it to the next level. *Ruff 'n' Tumble* is that kind of game.

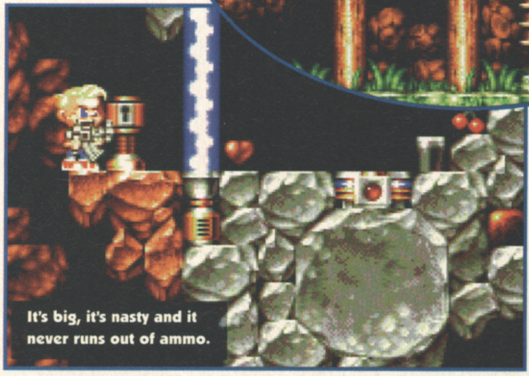
It's also, in a funny, platform gamey sort of way, surprisingly original. It looks reassuringly familiar when you first load it up, but think about it: when was the last time you played a platform game where, instead of jumping on baddies' heads to kill them, you could shoot them



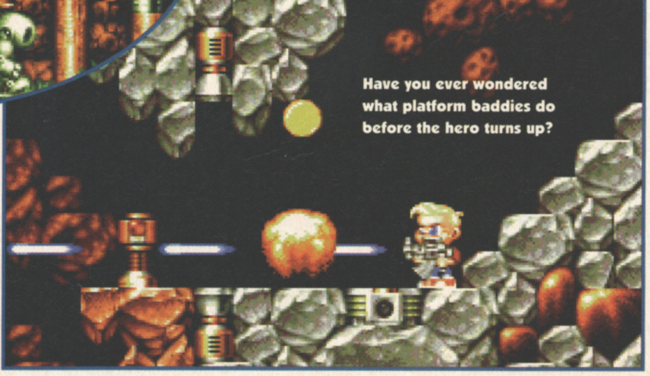
For instance, here you tend to sympathise with the cute owl rather than the blond brat.



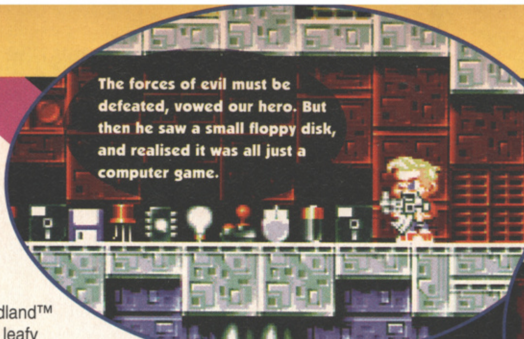
Thankfully, the kid's gun belongs to the John Woo school of firearms.

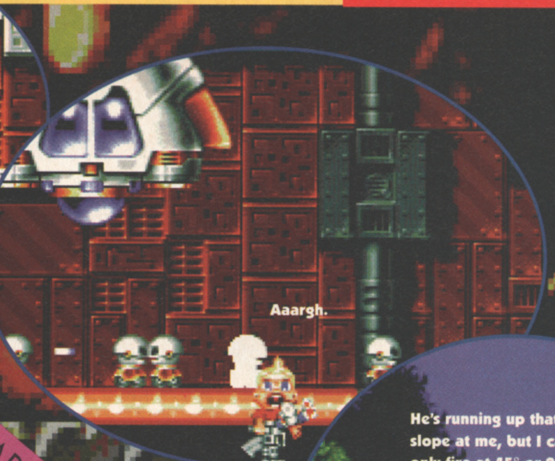


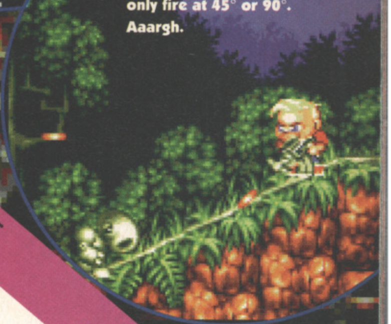
It's big, it's nasty and it never runs out of ammo.



Have you ever wondered what platform baddies do before the hero turns up?


The forces of evil must be defeated, vowed our hero. But then he saw a small floppy disk, and realised it was all just a computer game.


Aaargh.


He's running up that 60° slope at me, but I can only fire at 45° or 90°. Aaargh.

BAD THINGS ABOUT RUFF 'N' TUMBLE

with a variety of firearms? Quite a while ago, I'll wager. *Turrican* is the obvious example, and *Ruff 'n' Tumble* is kind of a cross between that and something cute and slick like *Naughty Ones* or indeed *Putty Squad*.

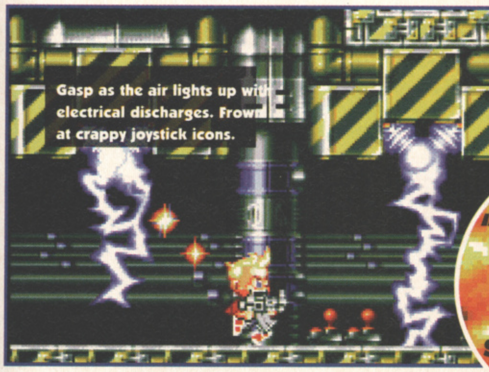
The first world's even a Woodland™ one. You leap from grassy knoll to leafy treetop, venturing into earthy tunnels from time to time in search of bonus items. If it weren't for the lamentable rave music blaring out of the speakers, drowning out all but the loudest sound effects, you could almost imagine you were happily playing *Mr Nutz*.

Oh, except instead of rogue blackcurrants and chickens, your path is blocked by a band of the meanest, toughest robotic baddies ever to feature in a computer game. They're all swathed in armour plating (your bullets 'ping' into them quite satisfyingly), and even the weediest ones – the ones that stream out of generators and queue up to be blown away – would be more than a match for ED-209. The truly evil ones, meanwhile – like the American Footballer-type ones who put their heads down and charge at you, absorbing hundreds and hundreds of shots, and even after you've finally managed to take them down, get up again and have another go – would probably give an Imperial Star Destoyer a run for its money. And what about the metallic firemen, who come running towards you and suddenly, with no warning whatsoever, fire out some sort of hose thing which impales you through the stomach? No mucking about.

HARDWARE

Your standard gun is pretty hopeless in the face of odds like these, and, although power-ups are available, they're sparsely scattered about. There's one that doubles your rate of fire, one that turns your bullets into laser bolts, and then various special ones in each world, like a flamethrower in the Woodland world and a brilliant rocket launcher in the – yes! – Underground Cave™ level. There are also all the usual shields, energy power-ups and extra lives, many of which can be released if you kill a whole series of baddies in quick succession. (The game works a bit like a scrolling shoot-'em-up in that respect, which is neat). And, on the subject of pick-ups, you can get bonus points for running through (sigh) floppy disks, joysticks, mice, batteries and (groan) microchips. (Why can't people occasionally search a little further than their own desks for inspiration? Printing "Loading, please wait" in between levels is one way of shattering the fragile illusion of a computer game, having loads of floppy disks and joysticks lying around all over the place is another. How about hanging banners from the scenery proclaiming "You are playing a computer game"? Or making the baddies hold up little signs saying "I am not, in fact, a nefarious robotic alien bent on your destruction, but merely a collection of digital data residing within your computer's memory"? Tsk.)

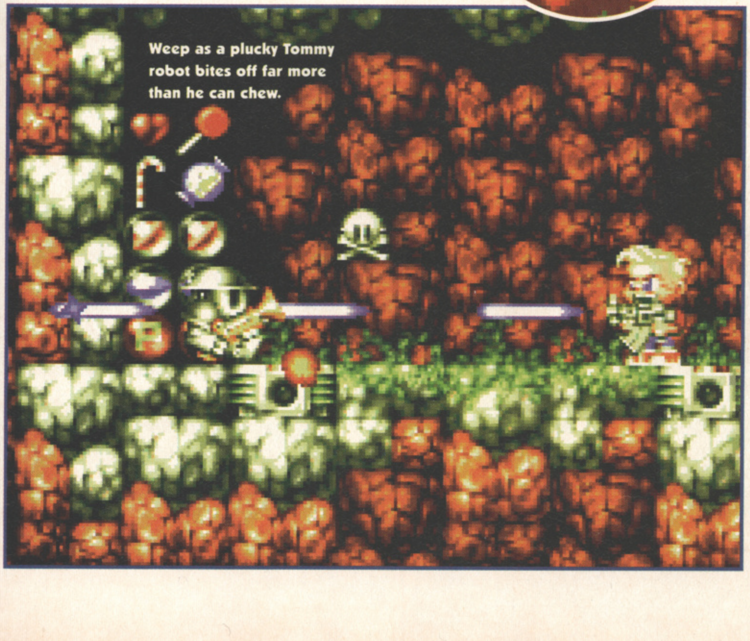
But, although power-ups are few and far between, the way they've been scattered about the levels has been achieved with dastardly deviousness. That group of robotic wasps swarming towards you might look pretty terrifying, but not if you picked up the flamethrower from that little side-passage you just passed. And sometimes you're better off leaving weapons alone for a while until you've shot away a few of the easier baddies, and then going back for them when you're in really desperate need of them. This is a game that starts off looking impossibly difficult, and then, once you've worked out a technique for each level, turns out merely to be incredibly hard instead. Easy.

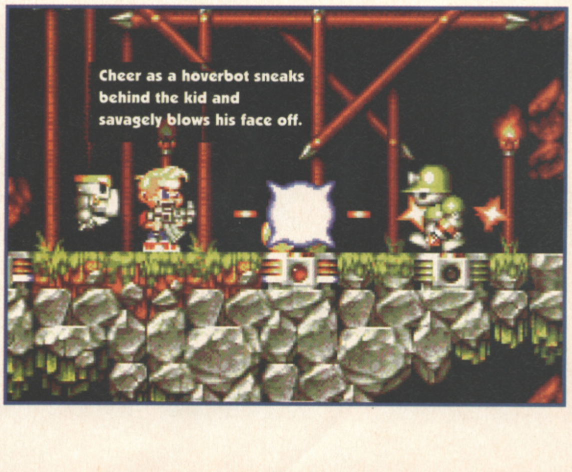

Gasp as the air lights up with electrical discharges. Frown at crappy joystick icons.

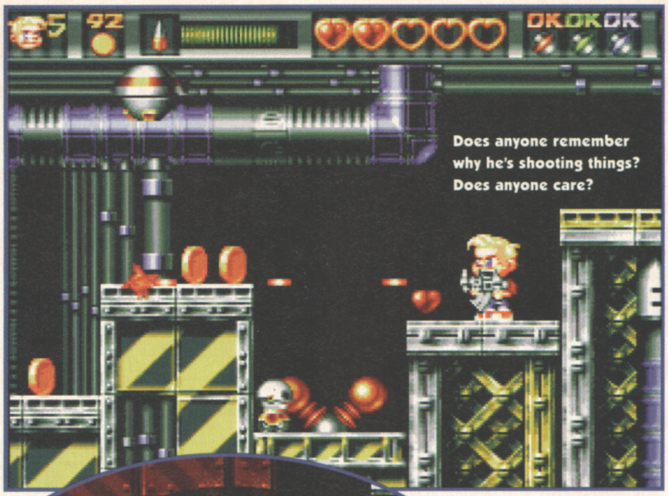
> "Your bullets 'ping' into them quite satisfyingly"

OPEN DOOR POLICY

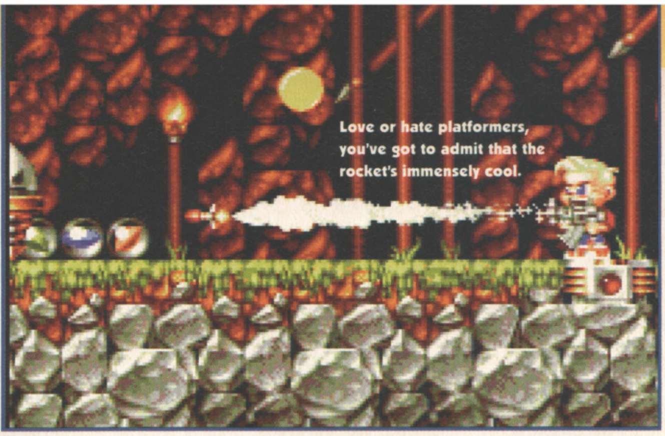
There are doors to open, too, which require you to find keys. Some involve you venturing into tricky parts of the level you'd otherwise have given a miss, while others, although it's not essential you open them, have tempting power-ups lurking behind them. All very Alice in Wonderland. ➤


Weep as a plucky Tommy robot bites off far more than he can chew.

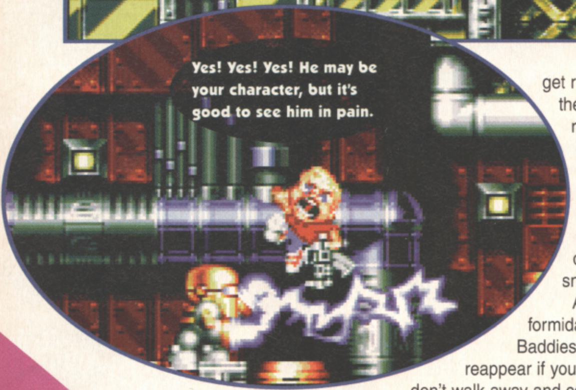

Cheer as a hoverbot sneaks behind the kid and savagely blows his face off.



Does anyone remember why he's shooting things? Does anyone care?



Love or hate platformers, you've got to admit that the rocket's immensely cool.



Yes! Yes! Yes! He may be your character, but it's good to see him in pain.

GOOD THINGS ABOUT RUFF 'N' TUMBLE

There's one such door right near the start of one of the levels, with a handy extra life behind it, but you'll search in vain for the key. It's not until you get right to the end of the level that you realise that you've gone all the way round in a circle, and you're back where you started, but behind the door. Pretty damn sneaky, I thought.

And also, of course, formidably hard. Baddies don't generally reappear if you kill them, they don't walk away and come back again. But there are generators which carry on spilling them out – like the ones in *Gauntlet* – except you can't destroy them. That means the place is always crawling with robots. And really-hard-to-kill ones, too, who take great delight in running towards you and taking advantage of the fact that, as is the universal rule in games, in any collision between you and a baddy, you'll always go "Aaargh" and lose some energy while the baddy will come off just fine. AND they're all really intelligent, as well. If you sneak up behind one and start merrily blasting away, he won't just dumbly blunder onwards until he dies, oh no – he'll wheel around and pump you full of a veritable hail of photon unpleasantness, fearsome fireballs or common or garden bullets.

BOSS MAN

And the bosses. Phew. If you're of the opinion that bosses are meant to be some sort of reward for completing a level, a kind of interlude, rather than some sort of test you've got to pass before going onto the next bit, then you'll hate *Ruff 'n' Tumble.* The giant owl at the end of the first world comes flying towards you in a hail of laser bolts and kills you virtually instantly. He's got a pattern you'll eventually learn, but, of course, to do that will take loads of lives, and once your meagre ration has expired you'll have to go all the way back through World 1 before you can try again. Challenging? Or frustrating? It probably depends on your temperament. After a time I ran out of expletives and had to content myself with simply gazing at the screen in shattered disbelief, dazedly shaking my head.

But, although *Ruff 'n' Tumble* might be difficult, it's always completely fair. Every level has been meticulously designed to ensure that you never have to jump blindly off a platform in the hope that some spikes won't scroll onto the screen underneath you. (Indeed, the screen often scrolls of it's own accord to show you otherwise-hidden bits.) Every baddy can be dealt with safely if you work out the best approach. Power-ups are placed just where they're needed. Indeed, if you were some kind of gamesplaying colossus, with pico-second reactions and immense powers of calculation, there's no reason why you shouldn't be able to play through the entire game on your first go without losing a drop of energy – nothing's been left to chance.

And on top of all that, it's fabulously slick and well-programmed. A slightly dull choice of colours means our screenshots probably won't do the game justice, but the animation is beyond compare, and all the sprites have loads of character. The flame throwers work just like real ones, rockets woosh off purposefully, and the explosions when a baddy dies really justify all the effort you have to put in.

The only things I could really find to complain about are a) 'up to jump', although, given that the firebutton's given over to controlling your weaponry, it's hard to see how this could've been got around (apart from recognising a two-button joystick, of course); b) a slight lack of surprises once you've encountered all the basic baddies in a world – there aren't any special one-off ones, so you know pretty much what to expect after the first few screens; and c) the way the game seems slightly uncomfortable being both a cute platform game and an all-out *Walker*-style 'triggerthon' (as Cam would say) – it doesn't quite go to either extreme, and some meaty gun-reloading noises might just have helped the atmosphere click into place. Nothing too serious, though, eh?

As long as you're prepared to suffer for your art, *Ruff 'n' Tumble* is one of the nicest games around at the moment. In a nasty sort of way.

● ***JONATHAN DAVIES***

▲ **UPPERS** Firm but fair – every inch of it has been designed to test you to the limits. Impeccably put together, with deliciously slick graphics and great sound effects (when they're not being drowned out by the awful music).

▼ **DOWNERS** Many people could find it too difficult, and be pushed to acts of retaliatory violence.

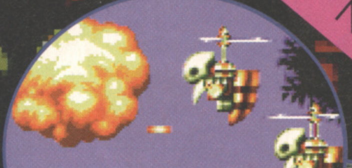
THE BOTTOM LINE

A brilliant game that's clearly been put together by people who care about getting it right. You'll get angry with it, but all you'll be able to do is wag your finger at it and say, "You... you... Oh, all right then. My mistake."

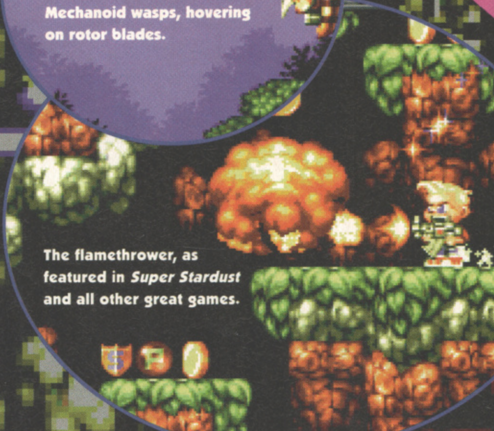
88 PERCENT

THE BOTTOM LINE

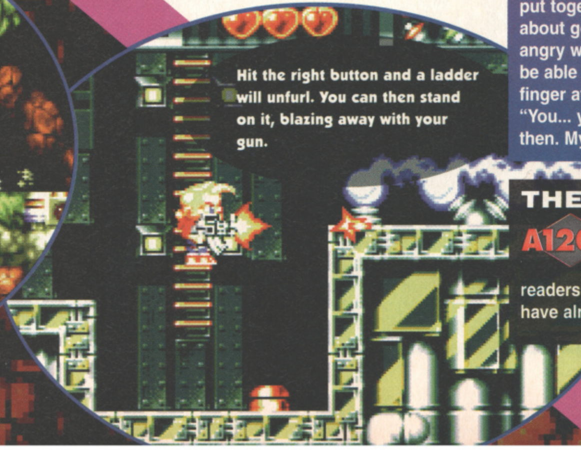
A1200 Astonishingly identical to playing it on the A500, but I guess regular readers of these A1200 boxes will have already guessed that. Hey-ho.



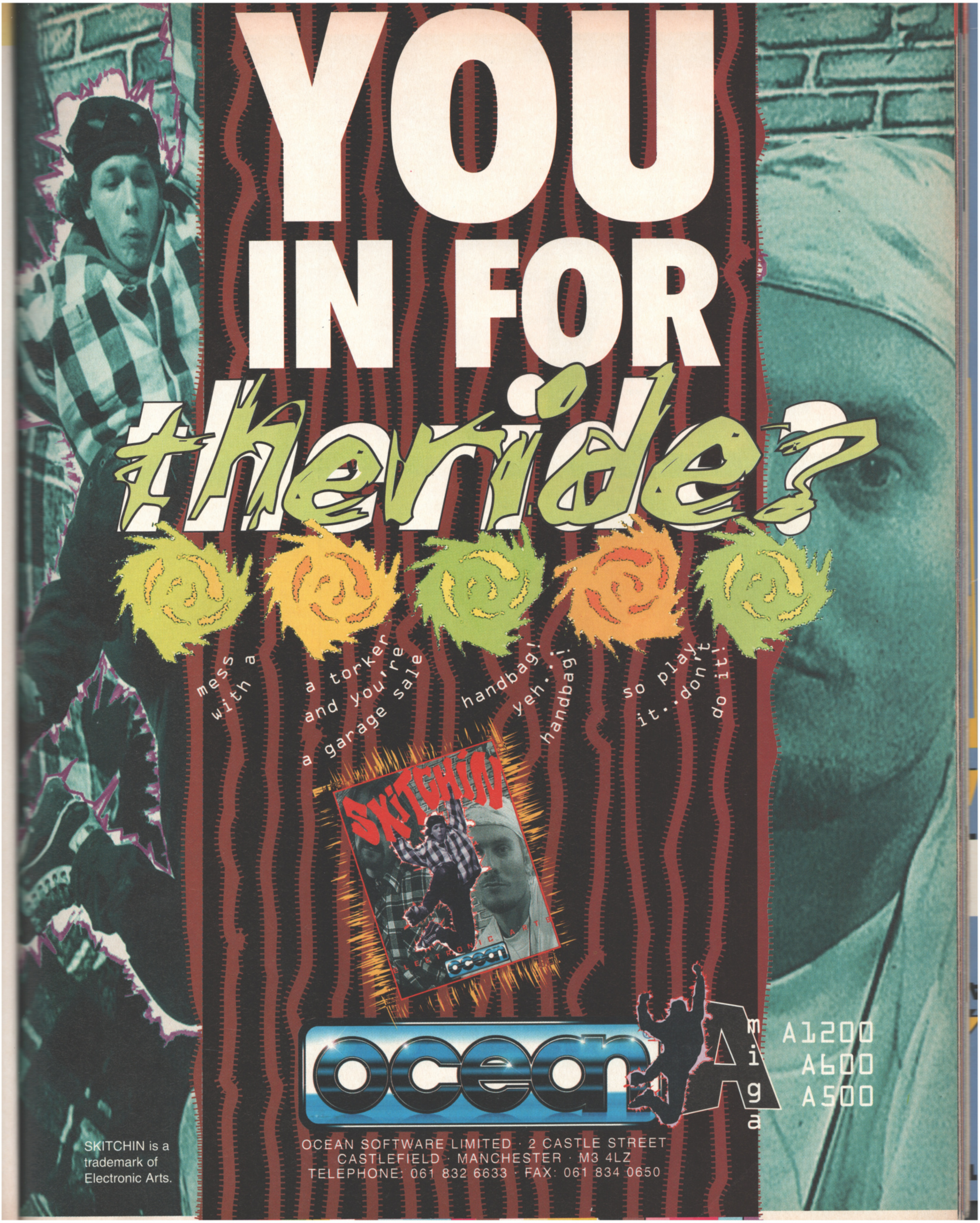
Mechanoid wasps, hovering on rotor blades.



The flamethrower, as featured in *Super Stardust* and all other great games.



Hit the right button and a ladder will unfurl. You can then stand on it, blazing away with your gun.

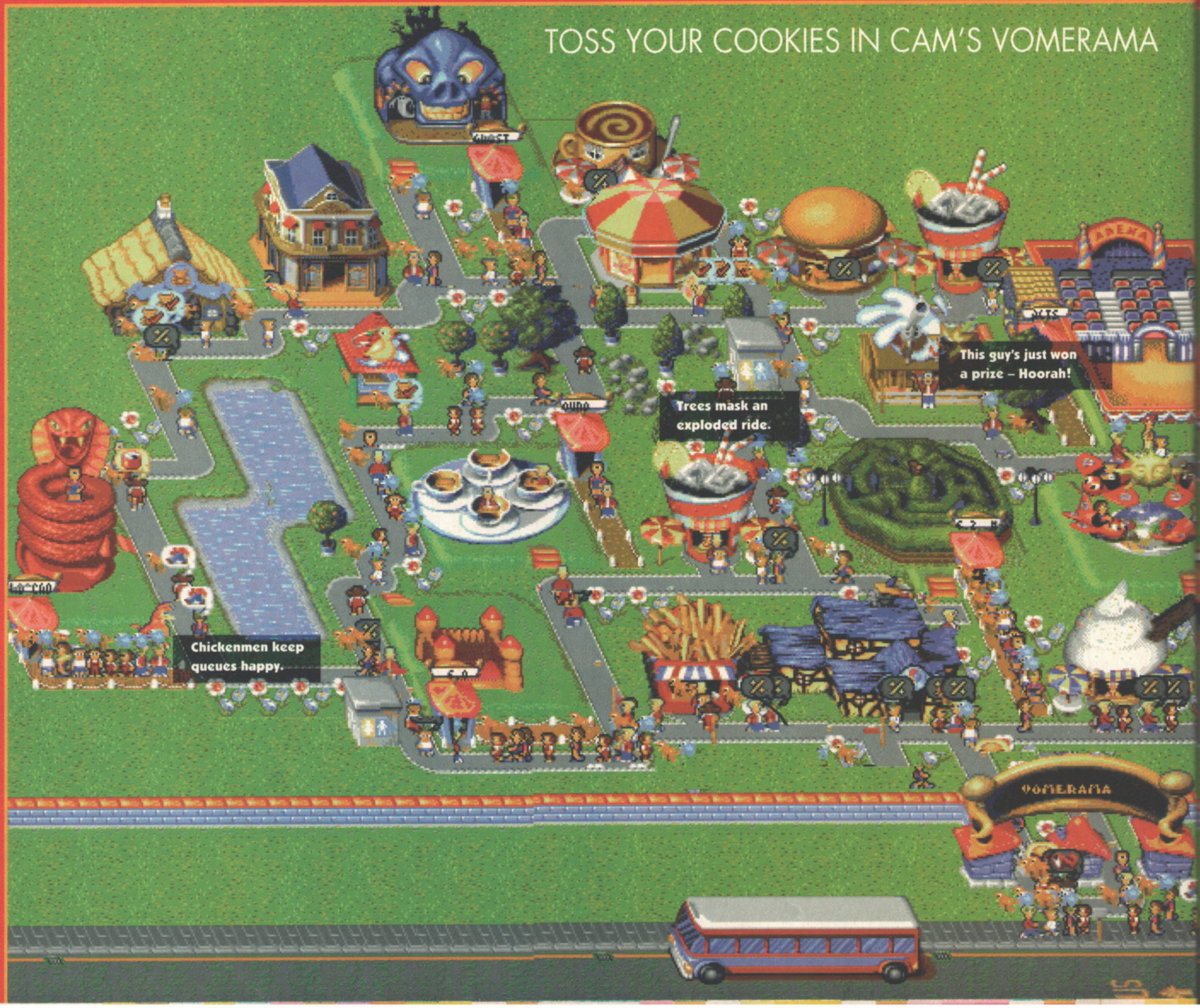

YOU
IN FOR
the ride?
mess
with a
a torker
and you're
a garage sale
handbag!
yeh..!
handbag!
so play
it..don't
do it!
SKITCHIN
ELECTRONIC ARTS
ocean
ocean
Amiga
A1200
A600
A500

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET
CASTLEFIELD · MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

SKITCHIN is a trademark of Electronic Arts.

THEME PARK

We keep telling you – it's a FUN FAIR. Don't you speak the Queen's English?



TOSS YOUR COOKIES IN CAM'S VOMERAMA

This guy's just won a prize – Hoorah!

Trees mask an exploded ride.

Chickenmen keep queues happy.

Runs on: A1200
Publisher: Electronic Arts
Author: Bullfrog
Price: £35
Release: October

First there was *Populous*, and then there was another one. Of it. Then there was *Syndicate*, a sort of future *Populous* with guns and killing and stuff. And now there's *Theme Park*, a game best described as *Nice Populous* with a bit of *Happy Syndicate* thrown in for good measure. I'll say one thing for Bullfrog, they certainly like their forced-perspective, highly-populated world, master-of-all-you-survey games.

I'm sitting here trying to work out what to write after about four days of playing *Theme Park* and I'm having all sorts of problems. It is a very, very big game. It is a game of epic proportions. It is a game that modern urban myths and legends are based on, and possibly so large that any single human brain might well explode if all the facts and details were crammed into it, and the thing is that even after sitting in front of an Amiga for far longer than is healthy, even though I ignored advice to take ten-minute breaks and ploughed through mammoth sessions building up my own entertainment empire, even though my food intake has consisted entirely of pasties, coffee and yoghurt, I still haven't built a rollercoaster, developed all of the 36 or so rides or got anywhere near taking over the world. Not being sent a manual didn't help much either, mutter moan grumble etc.

Theme Park's a multitextural game that works on a fascinating number of eclectic levels *(You have to do lots of things. – Ed)* but on the surface layer, it's similar to *Sim City*. You're given a finite amount of space in which to build your park, and you've got to work out the best way to make the punters part with their money using all the underhand and sinister methods that modern creative marketing can manage. You could, for example, concentrate everything in a small space near the entrance, but such a dense network of paths might confuse the public. At the other end of the spectrum, you could run a path right around the park area and dot rides all over the place, but there again, the public could well get bored with all the walking. Finding the right balance is the key to success.

CONTROL

On a broad level, *Theme Park*'s similar to *Syndicate*, in that you've got to try and conquer all areas of the world by building parks all over the place, but unlike *Syndicate* when you leave a country you sell your park and use the proceeds to buy another one. Different countries have varying tax rates, real estate prices and terms for loan repayments. They've also got differing weather conditions, so whereas Europe's rainy and miserable (a fact the Euro Disney people found out the expensive way, tee-hee) and not really the right climate for outdoor entertainment, California's great. Yakutsk in Northern Siberia, with its freezing weather and minimal population, is rated as fiendishly hard for obvious reasons.

Casually observing the game it seems like the tourists wander around randomly, but not so. They talk to each other, react to all manner of different stimuli and have drastic mood swings, and it's this 'intelligence' that makes *Theme Park* fascinating. If tourists go on a ride and like it, they'll tell the people they meet, who will in turn want to go on the ride. However, if they eat a stodgy, overpriced burger, have to queue to use a smelly toilet or are forced to walk for ages to buy a drink, they'll gradually get more and more miserable, put a downer on everyone else's day and eventually head for the exit. Making (and keeping) the tourists happy is a job that uses the majority of *Theme Park's* strands of gameplay and once you see how they work together you start to realise what a complex game this is. You can only increase the admission when you've got more attractions (otherwise consumer groups complain) so you've got to plough money into research for new rides. Keeping the tourists well-fed produces more litter, so you've got to employ more maintenance men. Planning rides with long queues commits tourists to the ride, but you've got to keep them entertained by employing a Rhinoman or two. You see? It all interlocks.

As well as making pots of cash, you compete against up to 40 other theme parks for the annual awards. To date, I've managed to have the most

SINISTER MOOD MANIPULATION

It's your job to make everyone as happy as possible, because if they're happy, they'll stay longer, spend more and make you rich quicker. However, it's inevitable that you're going to have to cut corners, compromise quality and cheat a little to get every last coin out of their nasty, grubby hands.

COFFEE SHOP
Boost the caffeine levels in each cup of Joe and you'll have wide-awake tourists coming back for second, thirds and more! Get them hooked then boost the prices, that's my hint.

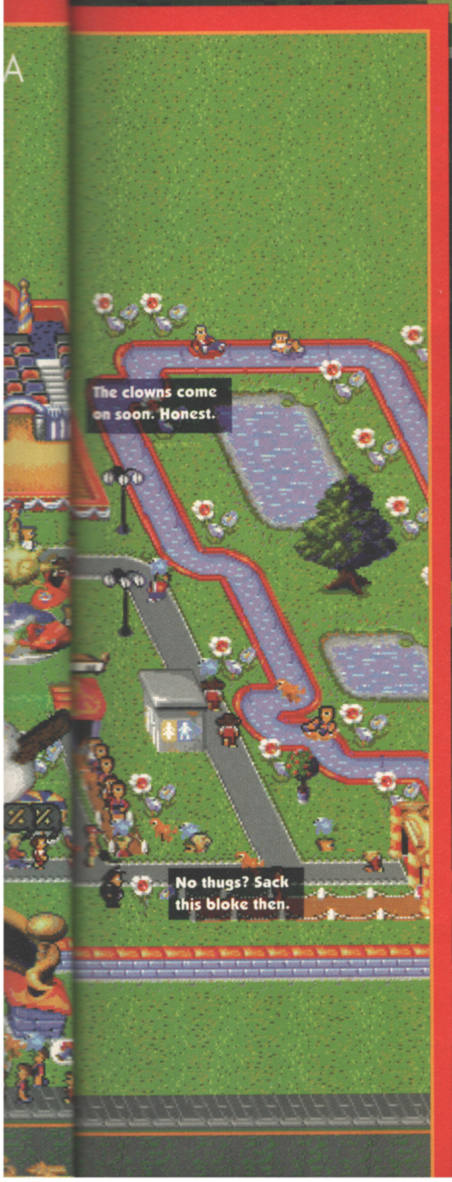
BIG TIME BURGERS
Burgers are cheap to buy in bulk and the punters think they're yummy. Once you've got a huge mark-up on these processed offal slabs, why not inject more and more fat into them? If no one notices, you can double your profit margins.

BIG TIME FRIES
Smother the fries in masses of salt and giggle in glee as parched punters rush to buy cold drinks. They've paid extortionate prices for chips, only to pay again to quench the thirst! You simply can't lose.

POKEY-COLA
Why sell expensive carbonated drinks when you can sell cheap water? Rake in the cash big time and rip off the snuffies by packing masses of ice into each cup before filling it with generic, non-name brand cola.

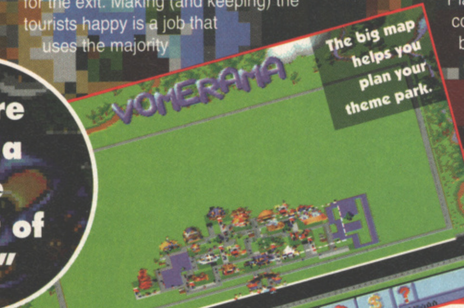
MR VALLEY ICES
Pack your freezy-whips with almost illegal amounts of refined sugar, so when weary mums buy whining brats a 99, they inadvertently create hyperactive, hyperglycemic whirling dervishes who run from ride to ride and speed up their spending. Until they're sick.

> "You're given a finite amount of space"

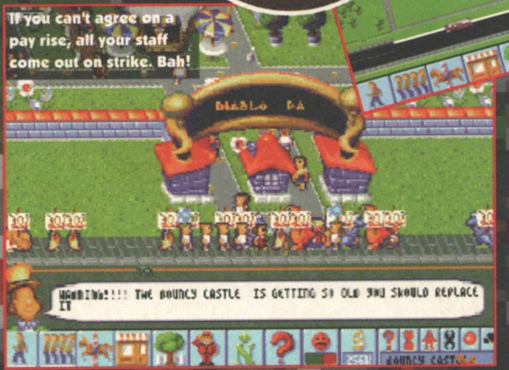


The clowns come on soon. Honest.

No thugs? Sack this bloke then.

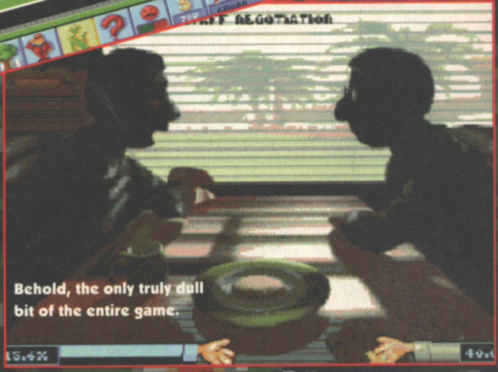


The big map helps you plan your theme park.



WARNING!!!! THE BOUNCY CASTLE IS GETTING SO OLD YOU SHOULD REPLACE IT

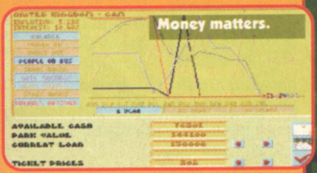
If you can't agree on a pay rise, all your staff come out on strike. Bah!



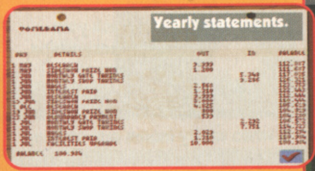
Behold, the only truly dull bit of the entire game.

TAX RETURNS, INVOICES AND E322 FORMS. IN TRIPLICATE

The Sandbox level of the game completely frees you of the burden of paperwork. The Sim level introduces negotiations for staff and goods rises, and prepares you for the Full level, which throws everything at you, including the stock market.

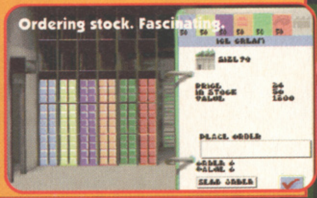


Money matters.



Yearly statements.

Research and Development.



Ordering stock. Fascinating.

aesthetically pleasing parks (which I put down to scented bushes around the toilets and tree-lined promenades) but consistently lost massive amounts of money due to my inability to swindle people and sack malingering staff. When I discovered two Teddy Men (the cheapest and therefore most suspect members of staff) lying in the path I assumed they were drunk or something and instantly sacked them, only to discover they'd been mugged. Oops. In another (possibly apocryphal) tale, a writer on PC Format magazine swears blind that he saw a Chicken Man sloping off into the bushes and smoking a quick ciggy. Still, these stories all go towards showing you what an intricate little world it is.

To go on and on about all the features would take up another four pages, so I'd better cram in a bit of comment at the end. Despite the obvious cute look of the game, it doesn't take you long to realise that it's all a bit hard-nosed and cynical. That's not a bad thing of course, as you're supposed to be making loads of cash, but after an hour I was starting to wonder if I'll ever go to a 'theme park' again. Marking up toys over 100%, watering down the booze in the bar and packing burgers full of fat instead of meat are the only ways you're going to afford repayments on your loans and survive in the cut and thrust world of international fairgrounds.

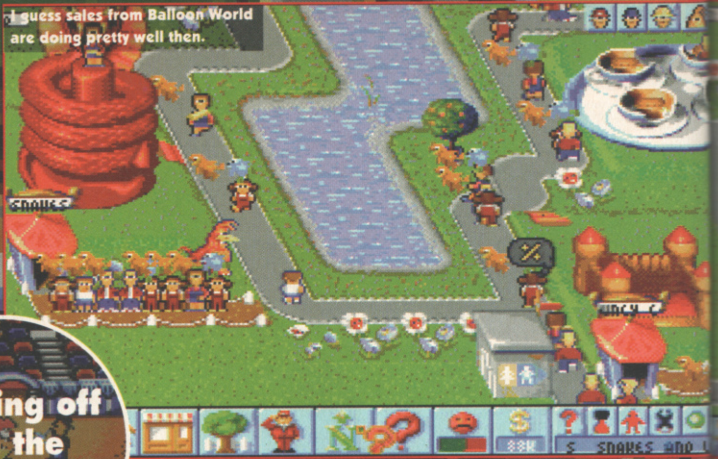
"Sloping off into the bushes"

CRUELTY

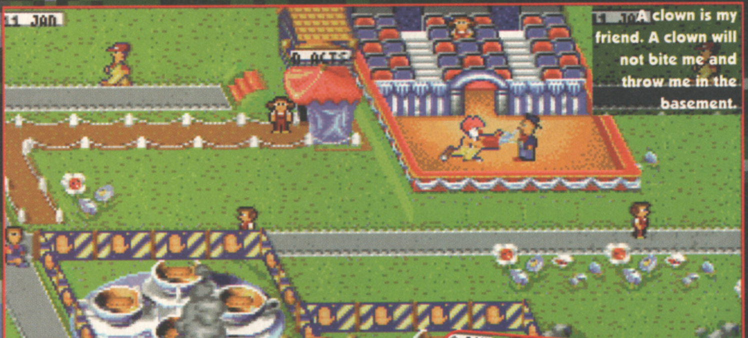
Against all my expectations, the business side of it is really fun, and once you've played the game with it and go back to the Sandbox level (where you just plan out the park) it all seems very sparse. Setting out paths, making sure tourists don't get lost and trying to channel them towards shops is fun for a while, but trying to keep your income higher than your outgoings is truly the sport of kings. Sacking staff may be distressing, but it's not as bad as watching a ride explode because the mechanics were overworked.

The bit I don't like is the staff and goods negotiation screens, which are intrusive and always seem to happen when I've gone to make some tea. Every year or so, you've got to agree on stock and wage rises, but using the system or moving a hand up and down a scale until you quite literally shake on it means that I'm always committing to 20% rises. Apparently you can get it as low as four, but I've never managed it.

And that's my criticism? Well, yes, I



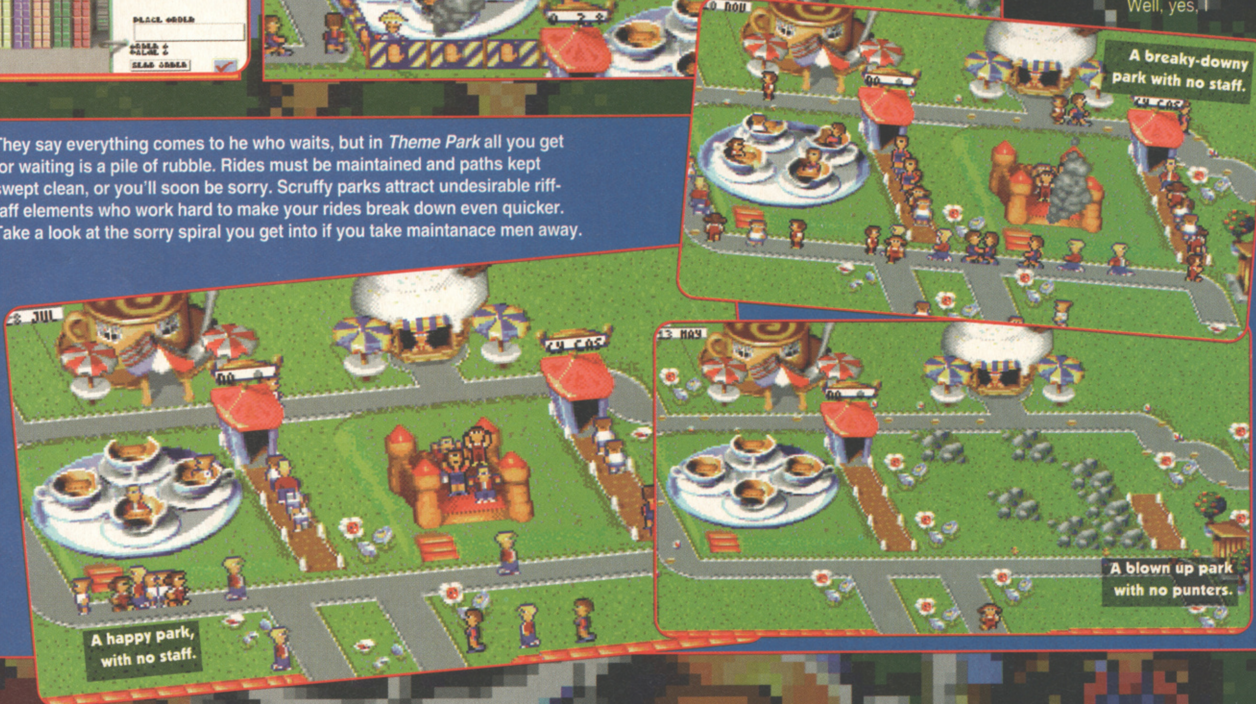
I guess sales from Balloon World are doing pretty well then.



A clown is my friend. A clown will not bite me and throw me in the basement.

DECAY, ENTROPY AND WOE

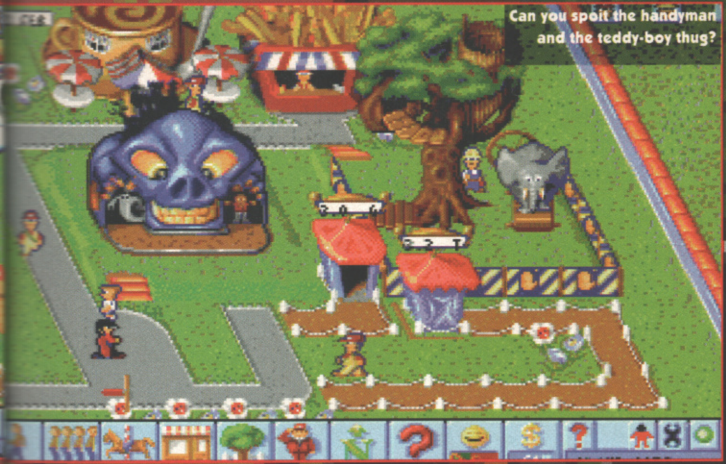
They say everything comes to he who waits, but in *Theme Park* all you get for waiting is a pile of rubble. Rides must be maintained and paths kept swept clean, or you'll soon be sorry. Scruffy parks attract undesirable riff-raff elements who work hard to make your rides break down even quicker. Take a look at the sorry spiral you get into if you take maintanace men away.



A happy park, with no staff.

A breaky-downy park with no staff.

A blown up park with no punters.



Can you spot the handyman and the teddy-boy thug?

suppose it is. I could go on about how you use the mouse and how the system of placing rides works, but why bother? The tutorial section of the finished game's on the front of this mag, so you can find out all that stuff by playing. If you've not played it then why not? If you haven't got a computer then why are you reading this? What are you, weird or something? But anyway. If the music gets too annoying, you can ditch that, if the year's dragging by you can speed it up and if you're not getting new rides fast enough, you can pump masses into research.

CRASH

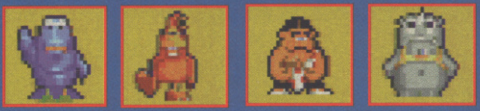
You're given warnings as you run out of cash so the end isn't a surprise and you've ten save positions to record your triumphant rise and (in my case) breakneck decline. Bear in mind that the game takes hours and hours to play and is likely to ruin sleep patterns, marriages and exam revision schedules. In short, it could well destroy your life.

Bear in mind also that I realise that I've only skimmed the surface of the seemingly myriad possibilities of this game. I dare say that when I've played it fully, I'll probably look back at the score and wish I'd added another percent or so. In six months or so. Maybe.

● *CAM WINSTANLEY*

WAGE SLAVE PROLES OF AN OPPRESSIVE MASTER

These are your whimpering curs, to hire as you see fit. They will clean toilets for you, they will repair your scary mechanical amusements for you, they will dress up in large animal costumes and frighten small children for you. You can work them tirelessly and then, when they're no use to you, cast them aside without a pension. For you are their master and they are there to serve YOU! Ha ha ha!



ENTERTAINERS
These cheery fellows stop people in queues from getting bored, keep everyone jolly and happy and even hand out brollies when it starts to rain, stopping them from getting soggy and going home.

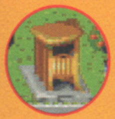
GUARD
As you start to get popular, thugs flock to your park, rough up the entertainers and break your rides. This guy's here to kick ass at your command.

HANDYMAN
Fast food stands produce litter and visitors produce, erm, other things. To stop your park from becoming insanitary, you need the ever-diligent handymen to pick up litter and mop the toilets.

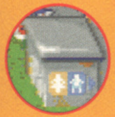
MECHANIC
It would all come grinding to a halt without this highly-paid lot. They tut a lot, munch sandwiches almost endlessly and then run to repair rides once they start to burn. Mechanics, eh? Can't live without 'em, can't eat 'em.

TEDDY MAN
Being the most poorly-paid entertainers, the Teddy Men have to get their job satisfaction 'other ways'. Using their fluffy suits and funny pogo sticks, these minimum wage 'reformed' ex-cons lure their teenage 'friends' into the maze where they...
(That's enough about the staff. – Ed)

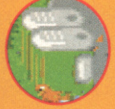
YES THEY'RE BOGS



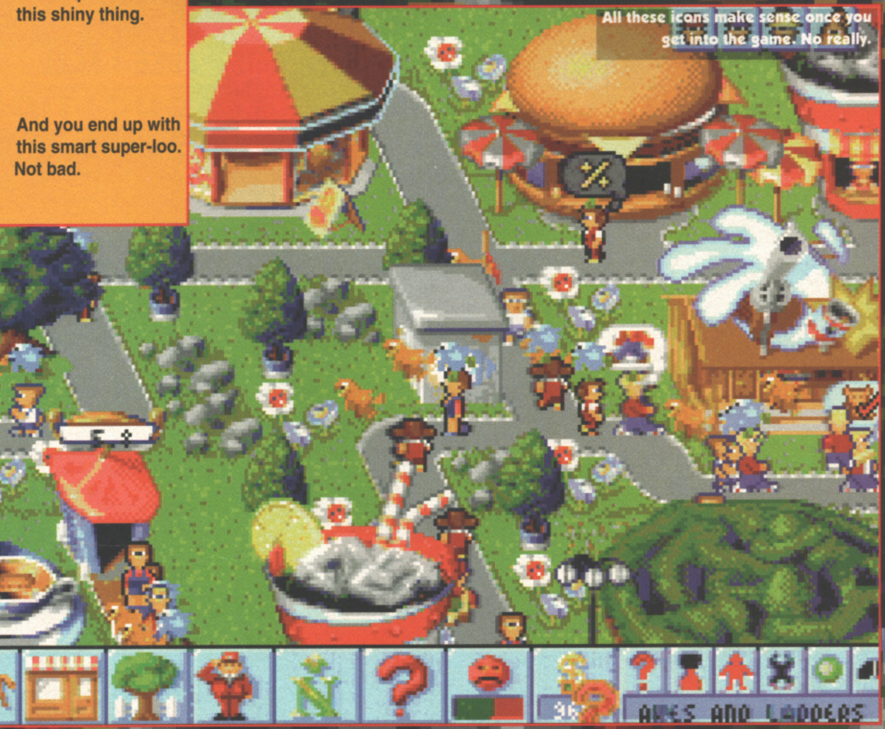
You start off the game with this humble earth closet.



However, investing in R&D produces this shiny thing.



And you end up with this smart super-loo. Not bad.



All these icons make sense once you get into the game. No really.

UPPERS Read the review. Most things about the game are great.

DOWNERS Nasty negotiation section, and a few niggly complaints too insignificant to waste space on here (but mostly to do with the load and save options being next to each other, and the curiously hypnotic sound loop being spectator-annoyingly short).

THE BOTTOM LINE

Hey, I'm impressed. *Sim City 2000* is going to have to be something stupendously special to top this.

91 PERCENT

THE BOTTOM LINE

A500 All that we've seen of the A500 version so far is the demo that's on this month's coverdisk, and that's pretty much the same as the A1200 version. However, that's no guarantee it'll be as fab as this, so when we get a version, we'll tell you about it. Stay tuned.

"UNDER
NEW MANAGEMENT"
VISA IS NOT CHARGED
UNTIL DAY OF
DESPATCH

DIRECT SOFTWARE

REGULAR
FREE GIVEAWAYS
WHEN YOU
BUY FROM
DIRECT

DEPT AMP10SC Unit 3, Cross Keys Shopping Mall, St Neots, Cambridgeshire PE19 2AU

TELEPHONE ORDER LINE: 0908 379550 FAX: 277142

AMIGA TITLES

A320 Approach Trainer	16·99
Addiction	19·99
Alien 3	16·99
Alien Breed & Tower Breed	17·99
Alien Breed Special Edition	9·99
Alfred Chicken (1200)	9·99
Apidya	7·99
Apocalypse	15·99
Arcade Pool	6·99
Armour Geddon 2	15·99
Award Winners Gold	19·99
Banshee (A1200)	16·99
Battletoads	16·99
Benefactor	19·99
Big Sea	18·99
Blade of Destiny	25·99
Bobs Bad Day	16·99
Body Blows (Team 17)	9·99
Body Blows (A1200)	9·99
Brian the Lion	15·99
Breach 3	22·99
Brutal Football Deluxe (1200)	17·99
Bubba 'N' Stix	16·99
Burntime	22.99
Campaign 2	22·99
Captive 2	19·99
Cartoon Racer	16·99
Champ. Manager, End of Season	12·99
Champ· Manager Season Data	8·99
Chuck Rock 2	9·99
Civilisation (1200)	18·99
Civilisation (1 Meg)	22·99
Club Football	19·99
Combat Air Patrol	17·99
Cosmic Spacehead	16·99
Creepers	19·99
Cyber Punks	16·99
Cyberspace	22·99
Dalek Attack 30th Anniversary	15·99
Darkmere	17·99
D Day	22·99
Demomaniac	16·99
Desert Strike	19·99
Detroit	22·99
Dinoworlds	19·99
Disposable Hero	16·99
Donk	16·99
Dracula	19·99
Dragonstone	19.99
Dreamlands	19·99
Dreamweb	19·99
Dune 2	19·99
Elfmania	16·99
Empire Soccer	16·99
European Champions (A1200)	16·99
Excellent Games (Compilation)	22·99
F1	16·99
F117A Knight Hawk	22·99
Fantastic Dizzy	16·99
Fantasy Empires	22·99
Fatal Strokes	19·99
Fatman	17·99
FIFA International Soccer	19.99
Fire and Ice	16·99
Formula One Champions	19·99
Formula One Team Manager	19·99
Genesia	19·99
Global Domination	22·99
Goblins 3	22·99
Goal	13·99
Gulp	19·99
Gunship (XL)	8·99
Hanna Barbera Animation	29·99
Hannibal	18·99
Harpoon	12·99
Heroes Quest 2 Legacy	16·99
Impossible Mission (A600)	22·99
Impossible Mission (A1200)	22·99
Indianapolis 500	8·99
Innocent	22·99
Int Edition Sensible Soccer	12·99
Ishar 2	19·99
Ishar 3	21·99
Jack the Ripper	27·99
Jaguar XJ220 (1 Meg)	8·99
James Pond 3 (A1200)	19·99
K240	17·99
Kick Off 3 (1200)	19·99
Kid Chaos	16.99
Kingdom	22·99
Kingdom of Germany	19·99
Kingmaker	22·99

Direct's Best Sellers

A-Train	11·99
Alien 3	16·99
Alien Breed 2	16·99
Alien Breed 2 (1200)	18·99
Award Winners 2	19·99
Beneath Steel Sky	19·99
Body Blows	12·99
Body Blows Galactic	17·49
Body Blows Galactic (1200)	14·99
Brutal Sports Football	9·99
Cannon Fodder	18·99
Championship Manager 93	16·99
Championship Manager Italia	16·99
Combat Classics 2	19·99
Dune 2	19·99
European Champions	16·99
Flashback	17·99
Frontier (Elite 2)	18·99
Fury of Furries	9·99
Graham Gooch 2nd Innings	11·99
Graham Gooch World Cricket	19·99
Gunship 2000	22·99
Hired Guns	22·99
John Maddens Football	9·99
Jurassic Park	17·99
Jurassic Park (1200)	18·99
Micro Machines	16·99
Monkey Island 2	22·99
Mortal Kombat	19·99
Pinball Fantasies (1200)	19·99
Premier Manager 2	9·99
Ryder Cup	16·99
Second Samurai	16·99
Sensible Soccer 92/93	13·99
Sim City Deluxe	19·99
Simpsons & World	16·99
Skid Marks	16·99
Soccer Kid (1200)	12·99
Streetfighter 2	9·99
The Settlers	19·99
Uridium 2	16·99
WWF2 Wrestling	8·99
Winter Olympics	20·99
Zool 2	9·99

BLANK DISKS
20 ......£9-00 100 ...£30-00
50 .....£16-00 250 ...£70-00
PRICES ARE FOR UK
MAINLAND ONLY
PRICES INC P+P

Frontier Elite 2 £18.99

Mortal Kombat £19·99

Cannon Fodder £18·99

T.F.X. £22·99

Beneath Steel Sky £19·99

DIRECT SPECIAL BARGAIN BOX

Brutal Sports Football	9.99
Cannon Fodder/Mortal Kombat/Terminator 2	22.99
Chaos Engine	9·99
Chaos Engine (1200)	9·99
Curse of Enchanter	9·99
D Generation (bundle)	7·99
Disc	4·99
Federation of Free Traders	5·99
Jimmy Whites (bundle)	7·99
Legends of Valour	9·99
Lemmings 1	9·99
Lemmings 2	12·99
Lotus Trilogy	11·99
Manix	4·99
Nick Faldo Golf	9·99
Nigel Mansell Grand Prix	9·99
Pinball Fantasies	9·99
Premier Manager	7·99
Premier Manager 2	9·99
Quadrel	4·99
Silent Service 2 (1 Meg)	12·49
Soccer Kid	9·99
Syndicate	9·99
Titus the Fox	7·99
Warriors or Reylene	7·99
Wing Commander	9.99
Zool	7·99
Zool 2	9·99

AMIGA TITLES

Kings Quest 6	22·99
Kings Quest 6 (1200)	22·99
Kit Vicious	16·99
Lamborghini	16·99
Legacy of Sorasil	16·99
Lords of Power	22·99
Maelstrom	22·99
Magic Boy	16·99
Magicians Castle	19·99
Man. United Premier Championship	18·99
Mario is Missing	19·99
Mighty Max (1200)	16·99
Monopoly	18·49
Morph (1200)	19·99
Mr Nutz (1200)	17·99
Mr Nutz (600)	16·99
One Step Beyond	12·99
On the Ball	19·99
Oscar	16·99
Oscar (A1200)	16·99
Out to Lunch	16·99
Overdrive	16·99
Overkill	12·99
Overlord	22·99
PGA Tour Golf + Courses	18·99
Pinball Dreams	12.49
Pinball Double Pack	21.49
Pinkie	16.99
Populous/Sim City	16·99
Powerhits	19·99
Prehistorik 2	16·99
Primemover	14·99
Puggsy	19·99
Realms	9·99
Realm of Darkness	16·99
Rings of Medusa	19·99
Rise of the Robots (A1200)	27·99
Rise of the Robots	25·99
Robinsons Requiem	21·99
Rugby League	16·99
Rugby League Coach	16·99
Ryder Cup (A1200)	16·99
Seek and Destroy	14·99
Sensible Soccer	16·99
Sierra Soccer	16·99
Sim City /Lemmings	19·99
Sim Classics (3 in 1 pack)	22.99
Simlife	12·99
Simon the Sorceror'	21·99
Simon the Sorcerer (1200)	24·99
Soccer Star World Cup	16.99
Space Adventure	22·99
Space Hulk	22·99
Star Trek 25th Anniversary (1200)	22·99
Strike Squad	22·99
Supremacy	19·99
Super League Manager	16·99
S.U.B.	19·99
T.F.X. (1200)	22·99
Tactical Manager (England)	19·99
Tactical Manager (Italy)	19·99
Tactical Manager (Scotland)	19·99
Tensai	16·99
Terminator 2	18·99
Theme Park	22·99
Theme Park (1200)	22·99
Total Carnage	18·99
Tracksuit Manager 94	15·99
Traps and Treasures	19·99
Turrican 3 (A1200)	16·99
Turrican 3 (A600)	16·99
Twilight 2000	20·99
Twilight 2000 (1200)	20·99
U96	22·99
UFO	22·99
UFO (1200)	22·99
Ultimate Pinball	19·99
Walker	18·99
War in the Gulf	20·99
Wembley Int Soccer (1200)	16·99
Wild Cup Soccer	16·99
When 2 Worlds War	19·99
Wiz N Liz	16·99
World Cup USA 94	17·99
Zool 2 (A1200)	8·99

FREE * FREE * WHEN YOU SPEND OVER £30 YOU GET A FREE GAME * FREE * FREE

UTILITIES

Amos 3D (Req Amos)	22·99
Amos Compiler (Req Amos)	19·99
Amos Easy	22·99
Amos Professional	31·99
Amos Professional Compiler	24·99
Deluxe Paint 4 (1 Meg)	55·49
Deluxe Paint 4 (AGA)	60·49
Disk Box 100 Cap	7·99
External Disk Drive	49·99
Kindwords 3	19·99
Maxi Plan 4	19·99
Mini Office (Word Processor, Spreadsheet, Database and Disk Utilities)	35·99
Mousemat	2·99
The Publisher	19·99

CD32 TITLES

A Kira	19·99
Alfred Chicken	17·99
Alien Breed 2	18·99
Arabian Knights	10·99
Arcade Pool	9·99
Banchee	19·99
Battle Chess	19·99
Battle Toads	15·99
Beneath a Steel Sky	19.99
Bubba N Stix	17·99
Bubble and Squeak	19·99
Cannon Fodder	19·99
Castles 2	19·99
Chambers of Shaolin	17·99
Chaos Engine	17·99
Chuck Rock	10·99
Dangerous Streets	17·99
Darkseed	19·99
Deep Core	14·99
Dennis	13·99
D - Generation	13·99
Dizzy Collection	16·99
Donk	19·99
Dragonstone	19.99
Elite 2	18·99
Flimbos Quest	9·99
Fuzzball	9·99
Genesia	19·99
Global Effect	19·99
Gulp	19·99
Gunship 2000	19·99
Heimdall 2	20·99
Impossible Mission	19·99
Inferno	19·99
International Edition Soccer	16.99
International Karate Plus	9·99
International Soccer	19·99
James Pond 3	18·99
Jambala	17·99
John Barnes	10·99
Jurassic Park	21·99
K240	19·99
Kick Off 3	21·99
Kid Chaos	16.99
Labyrinth	16·99
Legacy of Sorasil	17·99
Lemmings	16·99
Liberation	19·99
Lion Heart	13·99
Liverpool Football	17·99
Litil Divil	18·99
Lost Vikings	19·99
Lotus Trilogy	17·99
Man United Premier Champs	19·99
Mighty Max	16·99
Morph	19·99
Microcosm	29·99
Naughty Ones	19·99
Nick Faldo	21·99
Nigel Mansell	14·99
No Second Prize	13·99
Pinball Fantasies	19·99
Pinko	19·99
Planet Football	22·99
Psycho Killer	19·99
Robocod	13·99
Ryder Cup	19·99
Seek + Destroy	16·99
Second Samurai	24·99
Sensible Soccer	16·99
Simon the Sorceror	25·99
Sleepwalker	19·99
Soccer Kid	19.99
Summer Olympix	12·99
Surf Ninjas	19·99
TFX	19·99
Total Carnage	19·99
Trivial Pursuit	19·99
Trolls	16·99
UFO	19·99
Ultimate Body Blows	19·99
Universe	22.99
Uridium 2	17·99
Wembley International Soccer	19·99
Whales Voyage	19·99
Wild Cup Soccer	19·99
Zool	12·99
Zool 2	17·99

EDUCATIONAL

ADI English (11-12)	16·99
ADI French (12-13)	16·99
ADI French (13-14)	16·99
ADI Junior Counting (6-7)	13.49
ADI Junior Reading (4-5)	13.49
ADI Junior Reading (6-7)	13.49
ADI Maths (11-12)	16·99
ADI Maths (12-13)	16·99
ADI Maths (13-14)	16·99
Fun School 3 (2-5)	14·49
Fun School 3 (5-7)	14·49
Fun School 3 (7+)	14·49
Fun School 4 (2-5)	16·49
Fun School 4 (5-7)	16·49
Fun School 4 Over 7	16·49
Megamaths A Level	17·49
Merlin Maths (7-11)	16·99
Micro English	16·99
Micro French	16·99
Micro German	16·99
Micro Spanish	16·99
Micro Maths	16·99
Micro Science	16·99
Noddy's Big Adventure	16·99
Paint & Create	18·99
Primary Maths (3-12yrs)	17·49
Spelling Fair (7-13)	16·99

WE WILL MATCH PRICES!!! NEVER BEEN BEATEN!!! TRY US!!

Please charge my Access/Visa No: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date: ☐☐/☐☐

ORDER FORM

Please supply me with the following for

Computer ....

TITLES	PRICE
POST + PACKAGING	
TOTAL	

CUSTOMER NUMBER

DATE:

NAME:

ADDRESS:

POST CODE:

TEL:

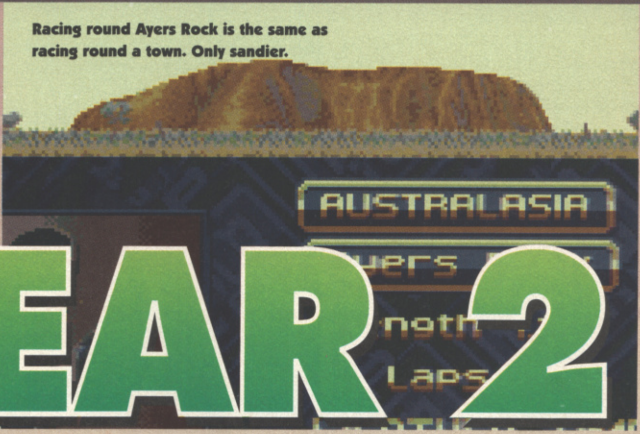
Please make cheques and P.Os.
payable to:-
DIRECT SOFTWARE LTD,
DEPARTMENT AMP10SC
UNIT 3, CROSSKEYS SHOPPING MALL,
ST NEOTS, CAMBRIDGESHIRE PE19 2AU.

POST & PACKING:
UK Mainland Free,
EEC £2·00 per item,
Non EEC £4·50 per item.

For customer peace of mind, all parcels are sent by recorded delivery
All items subject to availability.
All prices subject to change without notice. E&OE.
Please allow for cheque clearance.
Some games may not be released at time of going to press.

Have you ever noticed that cities look great from a distance but are complete holes close up? London in particular.

We don't know. Racing games, platformers and football games. What happened to imagination? Creativity? Trying something new for a change?

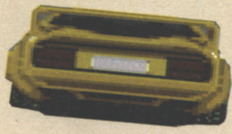


Racing round Ayers Rock is the same as racing round a town. Only sandier.

TOP GEAR 2

Game: Top Gear 2
Runs on: A1200, CD32
Publisher: Gremlin
Author: Mike Chilton
Price: £26
Release: Out now

Before you start flicking through your back issues of AMIGA POWER to find out what we thought of the original *Top Gear,* forget it, there wasn't one. Well, for all we know there might have been one on some other format, but it certainly never came out on the Amiga. Gremlin started using the *Top Gear* name for console racing games when they found they couldn't use the Lotus licence, so what we've got here is a SNES version of a Lotus-style game converted back to the Amiga. The Lotus series, you'll recall, started with, er, the prehistoric *Lotus 1*, hit a high with the graphically lovely, very fast and split-screen two-player-moded *Lotus 2* (AP7, 87%) and then went away for almost a year before returning with the 'new and improved' *Lotus 3* (AP18, 74%). Number three may have had a course designer, but it simply didn't have the same 'whoomph' as its predecessor, and it's this lack of 'whoomph' that severely injures *Top Gear 2.*



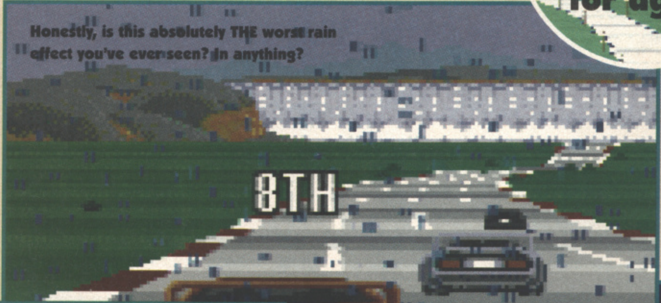
EARN

There's not that much to say about the principle of the game. You've got a Lotus-meets-Ford Probe kind of car and the idea's to work your way round 64 tracks in 16 countries. There are 20 cars in each race and your position on the starting grid inversely depends on your finishing position of the previous race (so if you won you start at the back and if if you were useless you're near the front). All you have to do to qualify for the next race is to finish in the top ten, although you've got to finish higher to win money and earn points. The more you win, the more you earn, which means you can splash out on better engines, nitro boosters, tyres and all that happy-Halfords stuff to make your car bigger, better and generally groovier. Eleventh position or below and you're out of the game.

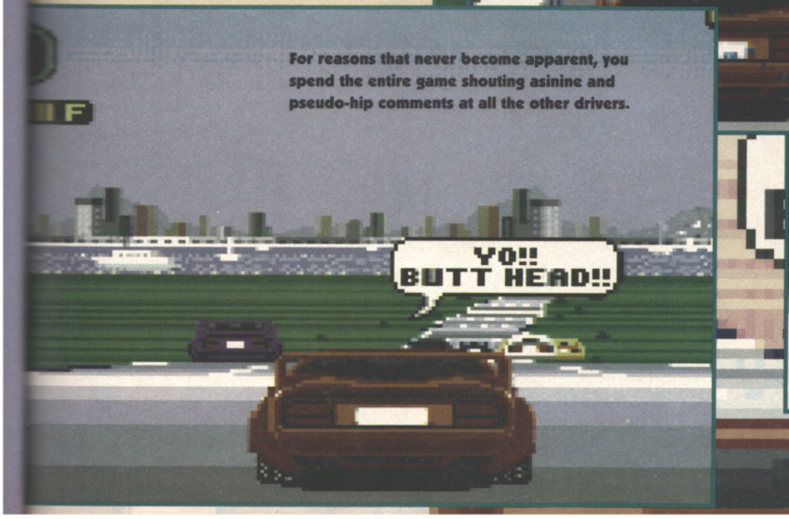
> "Hang around under the red line for ages"

You're given the option of an automatic or manual gearbox, which in my case directly translates to finishing first or finishing last. In *Lotus 2* and *3* (yeah, I know I'm going on about them a lot, but they're awfully similar to *Top Gear 2*) there are two ways you know when to change gear, namely a rev counter that rapidly redlines *("Increases to the maximum speed for that gear" – Ed)* and the accompanying unhealthy engine squeal that tells you to change up or blow up. In *Top Gear 2* though, the revs are a bit wishy-washy and hang around under the red line for ages and the sound, well, read on.

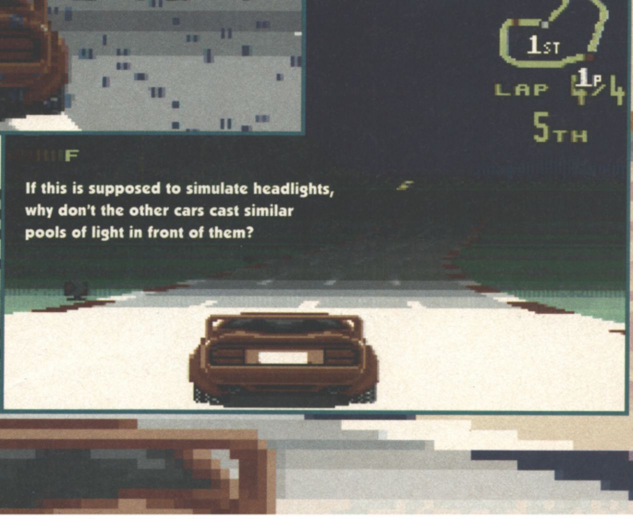
This game's got terrible, terrible sound. I'm rapidly coming to the



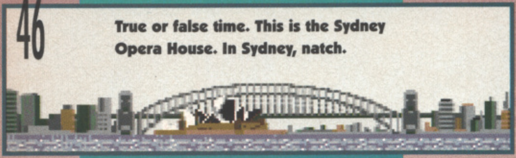
Honestly, is this absolutely THE worst rain effect you've ever seen? In anything?



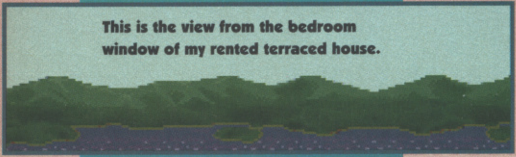
For reasons that never become apparent, you spend the entire game shouting asinine and pseudo-hip comments at all the other drivers.



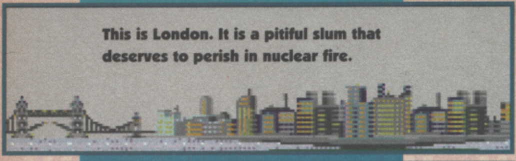
If this is supposed to simulate headlights, why don't the other cars cast similar pools of light in front of them?



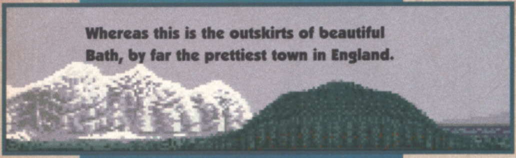
True or false time. This is the Sydney Opera House. In Sydney, natch.



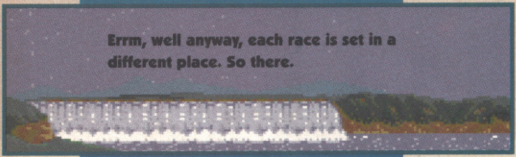
This is the view from the bedroom window of my rented terraced house.



This is London. It is a pitiful slum that deserves to perish in nuclear fire.



Whereas this is the outskirts of beautiful Bath, by far the prettiest town in England.



Errm, well anyway, each race is set in a different place. So there.

conclusion that most in-game music originates in the hell-spawned mind of Beelzebub himself (with the exception of *Dynablaster* and *The Chaos Engine*) but the music in this is extra-specially poor. If I wanted to listen to listless, generic, half-hearted, plinkety-plonkety music, I'd go out and buy a *Transvision Vamp* CD. *(Or play your Philip Glass soundtracks. Again. – Ed)* Thankfully you can turn the music off, only to have it replaced with horrible engine sounds and a piercing tyre squeal on EVERY PIGGING CORNER. Aaargh, another game played in total silence.

The races themselves turn out to be all the same, apart from some tracks being longer than others. In the Lotus games, you had races where lorries thundered across crossroads in front of you, or where you could crash through the central reservation and run the risk of ploughing into oncoming traffic, but in this you've got the wide road all to yourself. Yes, just like *F1GP*, but that's a simulation and not a thrills-and-spills speed racer. So there.

LOGIC

What really hampers *Top Gear 2* is the surefire way of finishing in the top three in every single race. Here's how it goes. At the start of every race, regardless of how big your engine is, or how many nitros you use, or what place you start off in, the entire pack will sweep past you and speed off into the distance. Then, after about thirty seconds, you catch up with the tail-enders and, assuming you don't run into the back of anyone (which drops your speed by about 30mph) you can just overtake everyone and hold tenth position or thereabouts. Then, on the penultimate lap of the race, just start hitting the nitros to boost your speed and blast you to the front, but don't forget to save one for the very end, as two or three cars usually storm past you practically on the line, even though they've been trailing you round for most of the race.

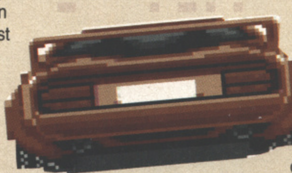
It's a simple, winning system (and one that highlights the rubbishy opponent drivers – there's no logic as to why the cars overtake you at some stages of the game but you can zoom past them at others, and you rarely have to battle for a position against another car, either blasting past them or getting blasted past. In fact, on one rare occasion where I actually seemed to be going the same speed as another car, I tried to barge it off the road, only to see myself spin out and watch it shrink to a dot in front of me. So if a car barges me off the road, I crash, and if I barge a car off the road, I still crash. Great) which allowed me to get through about half of the game before getting bored and giving up.

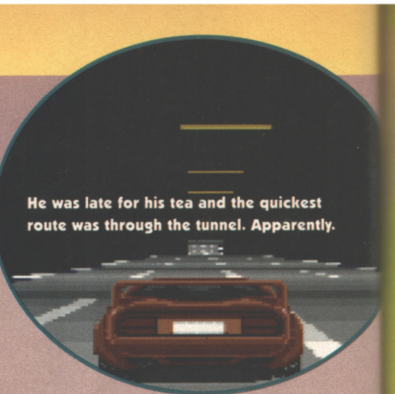
"I tried to barge it off the road"

Top Gear 2 just doesn't give you the feeling that you're driving a car. You can get round most courses with the throttle permanently open *("The fire button held down all the time" – Ed)*, the turning circle of your car's wide and ponderous, and when you steer it looks like your car's turning on its centre point rather than the front wheels. All criticisms that can be directed at *Lotus 2*, true, but that's still more enjoyable than this. It just is. Trust me – I'm a professional.

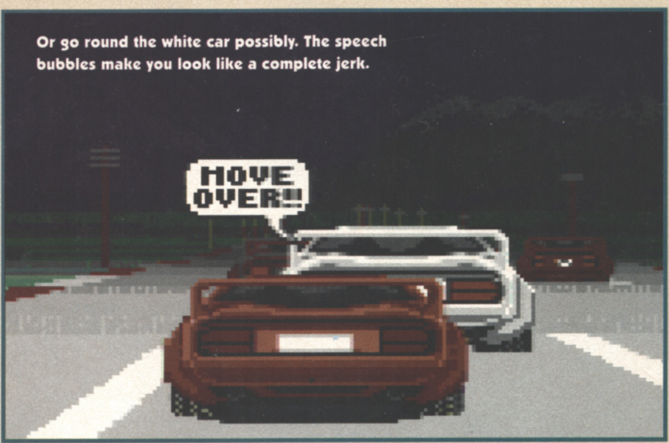
If I were a cruel and heartless man, I'd give *Top Gear 2* a score in the low 40s to convince people not to buy it. But, er, it isn't that bad. It's damned with being average – *Lotus 2* beats it on crash-zoom-spill antics, *F1GP* beats it on realism and handling, and *F1* beats everything hands down in terms of excitement and all-round brilliance. *Top Gear 2's* all right – just don't buy it, okay?

● ***CAM WINSTANLEY***





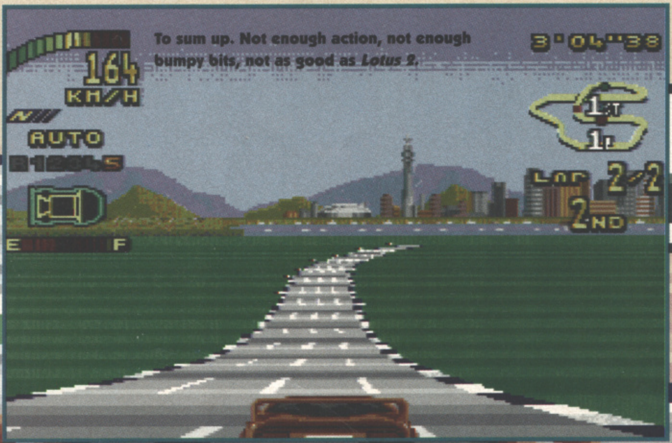
He was late for his tea and the quickest route was through the tunnel. Apparently.



Or go round the white car possibly. The speech bubbles make you look like a complete jerk.

See what I mean? People go "Aargh!" when they crash. They don't say 'N'.

CRASH 'N' BURN



To sum up. Not enough action, not enough bumpy bits, not as good as *Lotus 2*.

UPPERS Gillions of different race courses, a fairly competitive two player game and um, it's nearly as good as *Lotus 2*. (But not quite.)

A1200

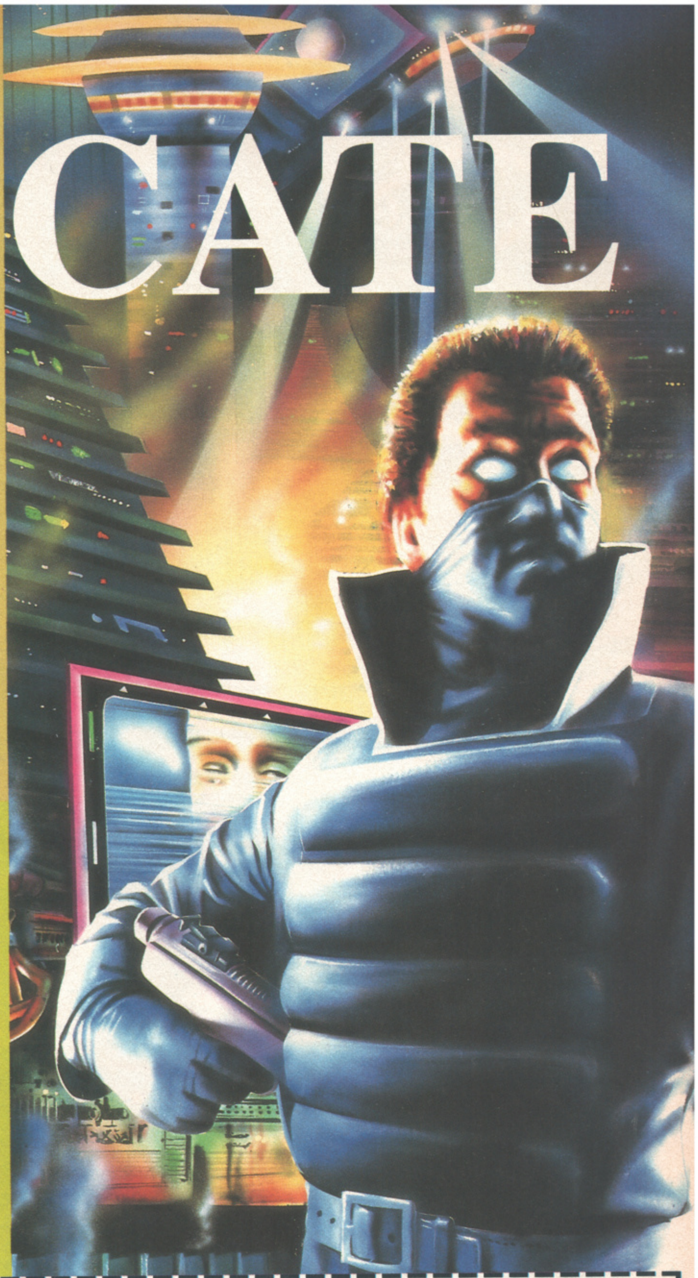
DOWNERS It's not as much fun as many other racing games already on the market, lacking both excitement and variety. The save game codes are a device of Satan (22-character phrases of random letters that, er, you can't use the keyboard to enter), the race tactics don't make much sense and that rain effect has to be seen to be believed.

THE BOTTOM LINE

When a company releases a game that isn't as good as one of their own from a few years back, it's got to be time for them to sit down and have a serious rethink. If you want a really good racing game for your A1200 buy Domark's *F1* instead. You want a Gremlin racing game? Buy *Lotus 2*.

63 PERCENT

THE OFFICIAL SYNDICATE PLAYING GUIDE



Hints, tips and playing stratagies, plus a walk-through guide to every mission. Written by Syndicate expert Richard Longhurst.

FROM THE MAKERS OF AMIGA POWER

Features the original Syndicate missions PLUS the American Revolt missions

BUY IT... OR DIE

FUTURE BOOKS PRIORITY ORDER FORM

Name ....

Address ....

.... Postcode ....

Signature ....

Please send me............ Copy/copies of THE OFFICIAL SYNDICATE PLAYING GUIDE AT £14.95 **Order code FLB 157A**

Amount enclosed ....

(Make cheques payable to Future Publishing Ltd.)

Method of payment (please tick one):

Visa ☐ Accesss ☐ Cheque ☐ Postal order ☐

Card number

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

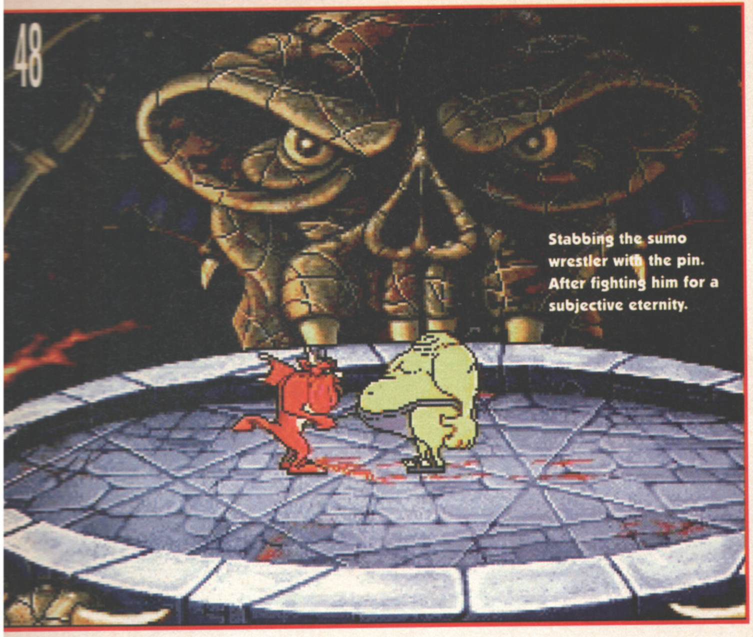
Expiry date ☐☐☐☐

Tick if you do not wish to receive direct mail from other companies ☐

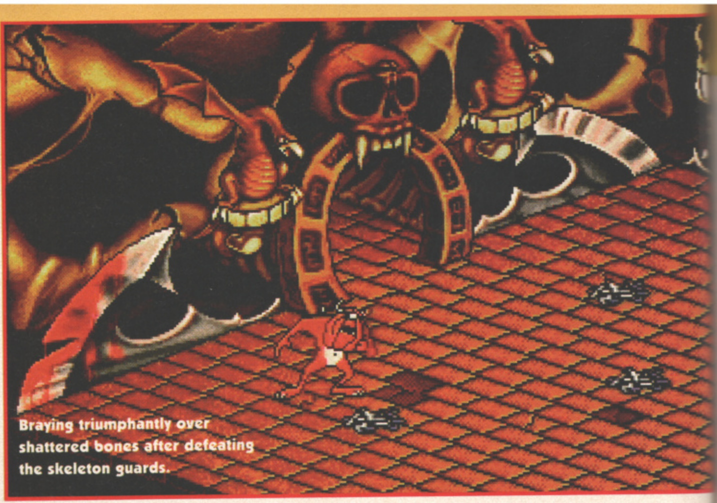
Now send this form and your payment to:
Future Book Orders, Future Publishing Ltd., Freepost (BS4900), Somerton, Somerset, TA11 7BR.

You will not need a stamp when posting this order and postage and packing are free. There are no extra costs. Please allow 28 days for delivery. **AP41**

OR CALL OUR CREDIT CARD HOTLINE: 0225 822 511



Stabbing the sumo wrestler with the pin. After fighting him for a subjective eternity.



Braying triumphantly over shattered bones after defeating the skeleton guards.

LITIL

Well, at least it's not an 'n' game. (But we're going to change it anyway.)

Runs on: CD32
Publisher: Gremlin
Authors: Gremlin Ireland
Price: £30
Release: Out now

Folks, I'm reviewing *Little Devil* at the same time as *Super Stardust*, and both games neatly support the same argument. That argument concerns the difficulty of games and goes along the lines of it is impossible for a game to be too difficult, merely unfair. Whereas the sudden fiery deaths of *Super Stardust* were quite clearly my fault, my inability to get beyond level two of *Little Devil* is a problem to be laid at the scuffed loafers of the designers.

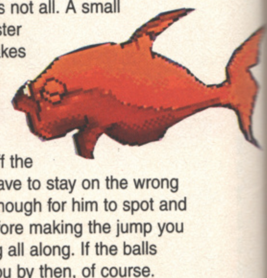
Let me regale you with an example puzzle from the game by way of explanation. The very room, in fact, that has defeated me. The idea of the puzzle is to get from the bottom of the screen to the top by leaping across a trio of spindly bridges. Plasma balls patrol the walkways, irregularly launched from spitting heads to bounce unavoidably along their allotted route. Since they are unavoidable, you have to jump back and forth from bridge to bridge in the best *Frogger* tradition until you can advance to a clear space. The speed of the balls and the sluggishness of your character, the demon of the title, makes completing the screen extremely tricky.

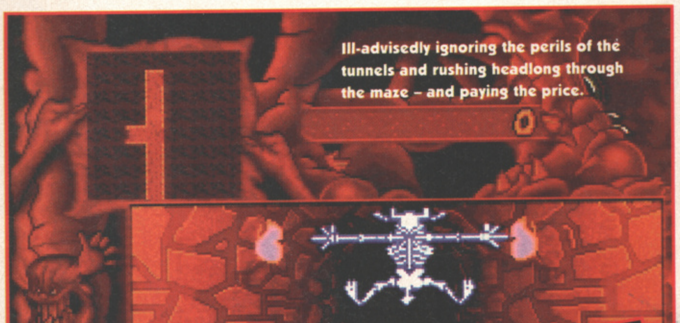
But that's not all. A section of each bridge is pointedly cracked and worn, and when you jump on to such a segment you discover why – it collapses beneath you, tumbling you into the abyss and leaving an awkward gap in the walkway.

But that's not all. A small hopping monster constantly makes his way towards you, and if he catches you, knocks you off the bridge. You have to stay on the wrong bridge long enough for him to spot and follow you before making the jump you were planning all along. If the balls haven't got you by then, of course.

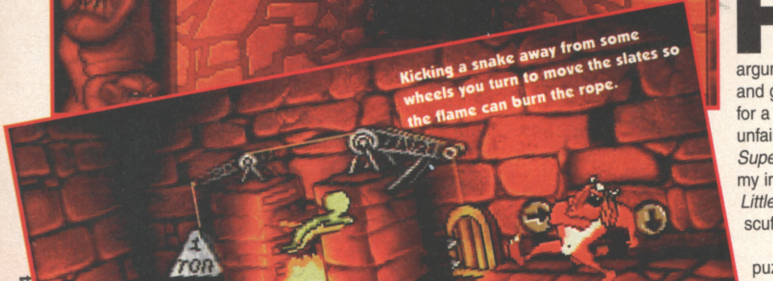
But that's not all. In common with the rest of the game, your demon has a bit of an independent view on movement. Sometimes he'll respond dutifully to your button-pushing, at other times he might go in completely the wrong direction. Or he might just not move at all. The rascal.

But that's not all. The creakingly forced perspective of the graphics makes judging jumps fiendishly difficult. Should you jump forwards? Left? Diagonally forwards and left? And once you've reached the far door (a feat I managed exactly twice) in what direction does the game consider it to be? It might appear to be forwards (or left) (or diagonally

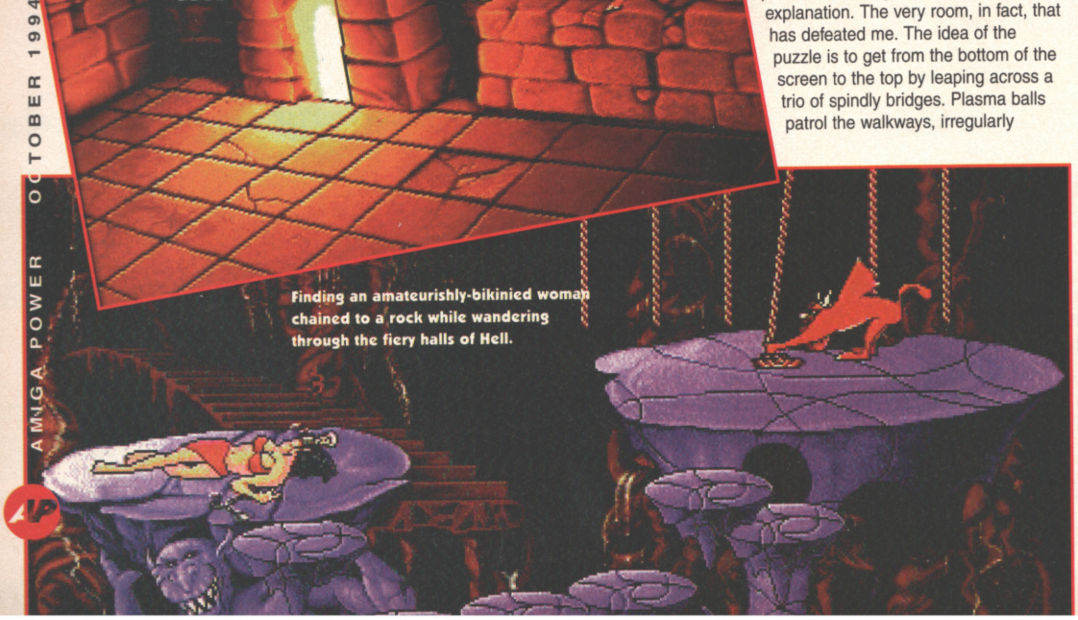




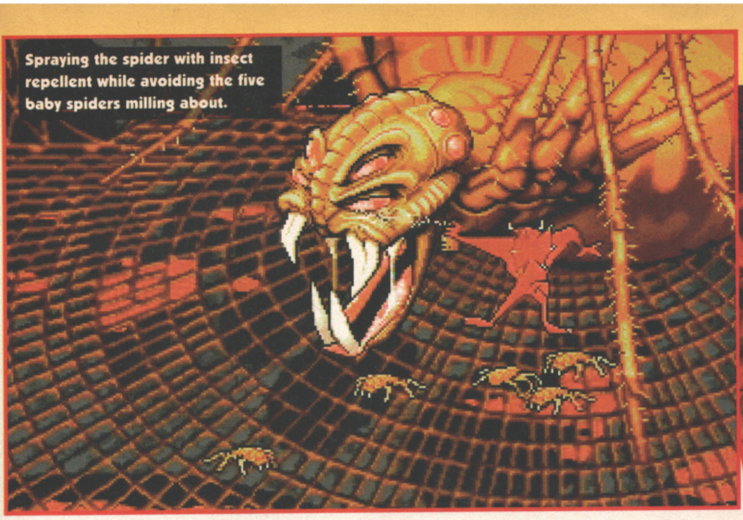
Ill-advisedly ignoring the perils of the tunnels and rushing headlong through the maze – and paying the price.



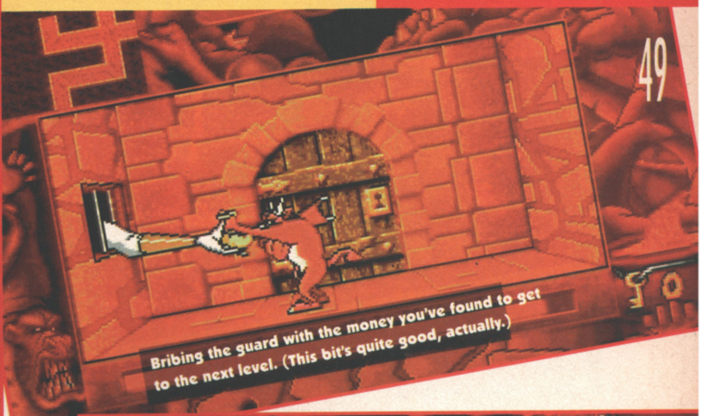
Kicking a snake away from some wheels you turn to move the slates so the flame can burn the rope.



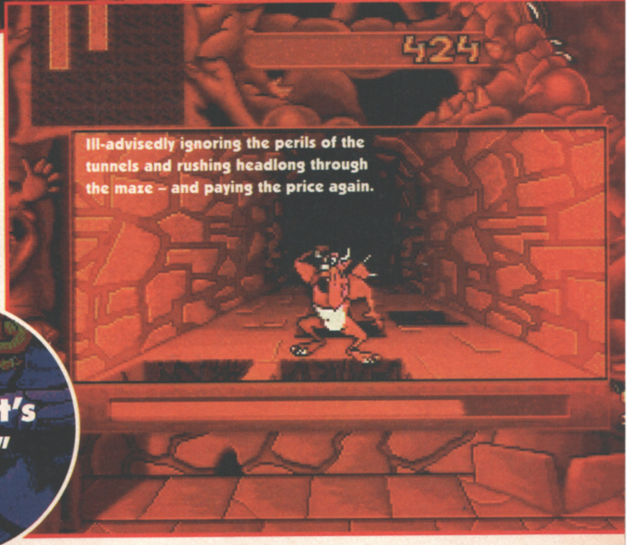
Finding an amateurishly-bikinied woman chained to a rock while wandering through the fiery halls of Hell.



Spraying the spider with insect repellent while avoiding the five baby spiders milling about.



Bribing the guard with the money you've found to get to the next level. (This bit's quite good, actually.)



Ill-advisedly ignoring the perils of the tunnels and rushing headlong through the maze – and paying the price again.

DIVIL

forwards and left) but, stunningly, lunging the joypad those ways seems to do nothing at all. I'd be tempted to say that, like so many other puzzles, you probably don't have the correct object to complete the screen (for example, a beat-'em-up room has you fighting a sumo wrestler but no matter how many blows you land your opponent shrugs them off and batters you to a pulp. Collect the pin from another room, however, and you can pop the villain like a balloon. There's no indication this might work and it's only after scrapping for a few, vitally soul-destroying seconds that the demon impishly takes it upon himself to use the pin on his own initiative) but since you've had no chance to pick anything up, that's obviously not the case.

But that's not all. Although this room is blocking the way – you can't get further into the game except by completing it – after six attempts, the room resets and you're thrown out. And you have to go back in again straight away, except it's not quite straight away because of the universally slothful but up until now not generally accepted to pin be mentally tortuously maddening CD loading times.

But that's not all.

GRUFF

When you start *Little Devil* – before getting to the game, or even the load saved game screen – you have to fight this troll on a bridge. It's a pointless exercise (no matter how many times you get hit, you can't be killed, and you start the main game with full energy), tediously unpredictable (sometimes your blows connect, sometimes the troll dodges them, sometimes he just flattens you before you can move), you can't skip it, and it appears to be there only to make you very angry before even beginning the game proper.

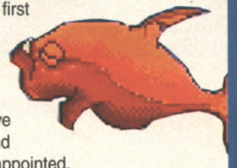
This consists of walking around some 3D tunnels that look identical except for the amusing obstacles scattered about (holes in the centre of the tunnel that you can't see until you're upon them and spikes at the sides of the tunnel that you can't see until you're upon them and many other similar irritations) and picking up energy-replenishing food or gold which you use to buy objects in the shop. It is, basically, a giant 3D maze with an auto-mapper (except the auto-mapper doesn't indicate in which direction you're facing, so you keep going the wrong way).

This leaves the puzzles. They're beautiful things. They glister. But, readers, as that wise old saying solemn-noddingly corroborates, they are not gold. They are, in fact, disguised versions of the walking along and hitting people beat-'em-up, the follow the leader shapes game Simon, and the board game Downfall where you twiddle interlocking dials to jog a prize into your hands. They are but a tiny, tiny part removed from the rooms of *Dragon's Lair*. That series of games, you will recall, required you only to move the joystick at certain points. In *Little Devil* you have full control over the character, but always within straitjacketing parameters.

> **"But that's not all"**

LASERDISC

I tried to approach *Little Devil* as a player, all bright-eyed and excited about the prospect of the first real not-about-to-turn-up-treacherously-on-the-A1200 CD32 game. I've been cruelly and completely disappointed.



Mayhaps the remainder of the game improves sharply, but I can't equate drastic change with the initial levels' identical troll-maze-crashingly unfair puzzles structure. (The PC version certainly didn't get better, and if the programmers have beefed up the gameplay as they said they had last month, why put the rubbishy bits first? It doesn't make sense.) *Little Devil* is an extremely poor game, and that is that.

● ***JONATHAN NASH***

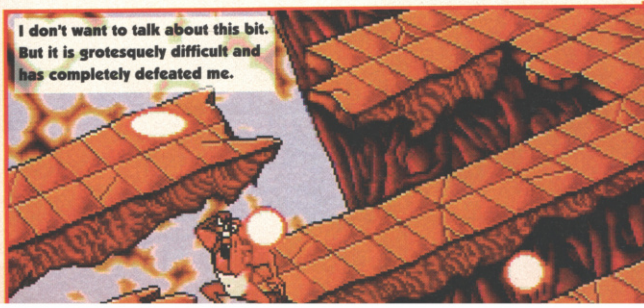
▲ **UPPERS** The animators of *Little Devil* really have got the hang of timing. The demon's got character, the monsters are splendidly villainous and the gags are funny (my favourite being the bit where the demon shines a torch under his chin to scare away some monsters). I've never really rated the *Dragon's Lair* graphics (they're large and fast and smart and clear, but the gags are just flurrying slapstick) but *Little Devil* really impressed me. Just the right amount of sound, too: the music's nondescript lute stuff, but the incident-triggered voice effects crisply enliven the action.

▼ **DOWNERS** Depressingly predictably, the gameplay. Unfair, simple-minded, repetitive in the tunnels, unfair, simple-minded and haughtily antagonistic in the rooms. It's like they didn't want you to play. And I'll admit that I've only got to level two, but not for want of trying.

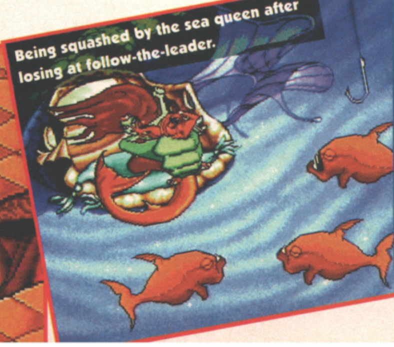
THE BOTTOM LINE

A great piece for the artists' portfolio; a great piece of evidence against the designers when they fall into the hands of the ruthless secret police.

22 PERCENT



I don't want to talk about this bit. But it is grotesquely difficult and has completely defeated me.



Being squashed by the sea queen after losing at follow-the-leader.

DETROIT

I like driving in my car...

Runs on: A500, A600, A1200
Publisher: Impressions
Authors: In-house
Release: Out now
Price: £35

This is a management simulation, this is. Starting at the dawn of automative technology, you are the president of a car company. By your financial wizardry and expert marketing nous you are supposed to create the next General Motors. (*Hurrah! – Michael Moore*). You design cars (hooray), you build factories and sales offices (hmm), you hire and fire workers (yawn) and assign them to different individual projects (big yawn), you get drowned in tedium by setting their wage levels (zzzzz), you have to set the budgets for your marketing spend (aaargh) and then, three years into the game the computer mysteriously builds a level eight factory for you in Mexico along with minus 86 sales offices and your modest annual profit of $3,000 or so becomes a $4.5 billion loss and you have to start all over again. (Picks up computer, thinks about smashing it against wall, looks round, realises everybody is staring, sits down.)

I hate this game. I despise it. I hate its stupid, insipid control system. (*Hang on – 'insipid control system'? – Ed*). For example – and you really only need one example – different parts of the game use different key letters to represent the same command. So instead of learning to move speedily around the various screens you end up peering at the screen and trying to decide which of the many letters in the command you're trying to use is the one you have to press as a key letter. Nnggh, as JD would say, were he here. (*Which I am, of course, and not, for example, on holiday on deadline week. Or anything. – Ed*)

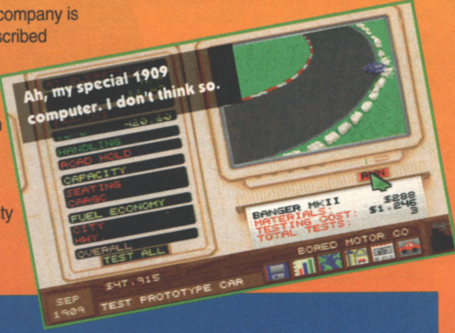
CRUSHED

Worse still is the way in which the game forces you to perform every action repeatedly. The running of the company is broken down into tasks as I described earlier, but as the years roll by the tasks don't change to keep you interested. No, they just have to be repeated more often so that what once bored you when you had to do it for one sales office now crucifies you when you have to do it for twenty – step by painstaking step. It's simply no fun. *Detroit* promises interest and then destroys every last bit of it by its awful control system.

INDUSTRY

Don't mistake me for somebody who doesn't like management sims either. I'm a *Railroad Tycoon* fanatic. I'm a *Sim City* nut. *Theme Park* has had me doing metaphorical back-flips with joy. But this stinks. It stinks of cash-in. It stinks of small-minded greedy people who have looked over the shoulders of other people's success and thought – how can we get our grubby hands on some of this money? The authors of this game must KNOW that it's tedious. Don't buy it. Don't encourage them. Don't let them get away with it.

● ***STEVE FARAGHER***

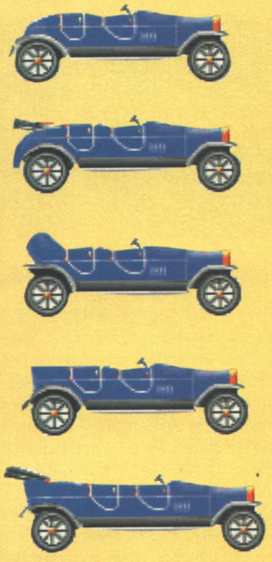


BANGER MKII
MATERIALS: $288
TESTING COST: $1,246
TOTAL TESTS: 3

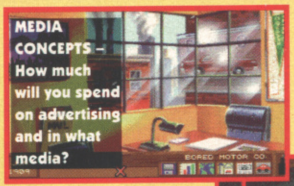
Ah, my special 1909 computer. I don't think so.

DIAL-A-CAR

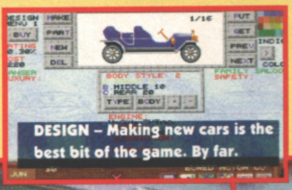
Car design is easy. Look – just by changing the rear end I've created five distinct models. Hurrah.



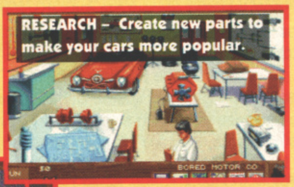
UNBEARABLE EXCITEMENT



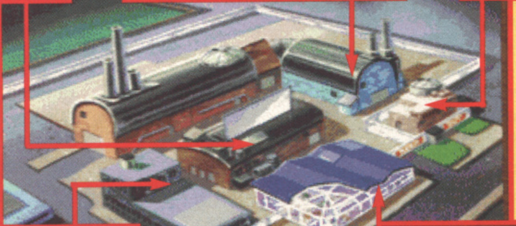
MEDIA CONCEPTS – How much will you spend on advertising and in what media?



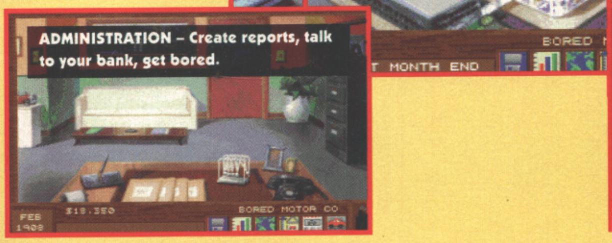
DESIGN – Making new cars is the best bit of the game. By far.



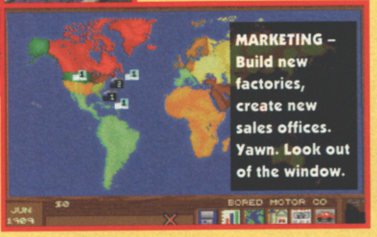
RESEARCH – Create new parts to make your cars more popular.



From the main screen you choose any one of the five departments that form the company. After you've given them instructions you perform a 'month end' and all their orders are carried out simultaneously. Simple.



ADMINISTRATION – Create reports, talk to your bank, get bored.



MARKETING – Build new factories, create new sales offices. Yawn. Look out of the window.

UPPERS Designing cars is good.

DOWNERS Any good management sim should relieve you of the basic day-to-day tedium of running your railway, or city, or car factory or whatever, leaving you to get on with the fun of building, researching, skimping on safety features and making pots of cash. But *Detroit* doesn't. It revels in its numbing ability to bore.

THE BOTTOM LINE

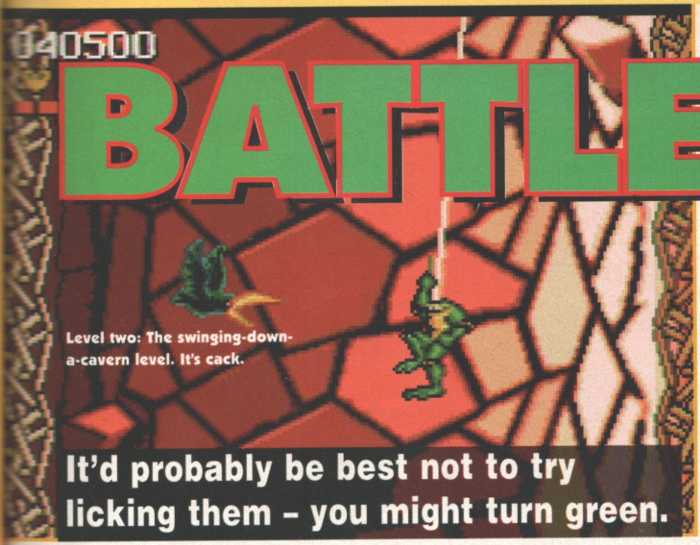
A1200 Rather than playing this game I suggest you go down to your local technical college and enrol on an accountancy course. It'll probably be cheaper and you're likely to have a far more interesting time.

27 PERCENT

THE BOTTOM LINE

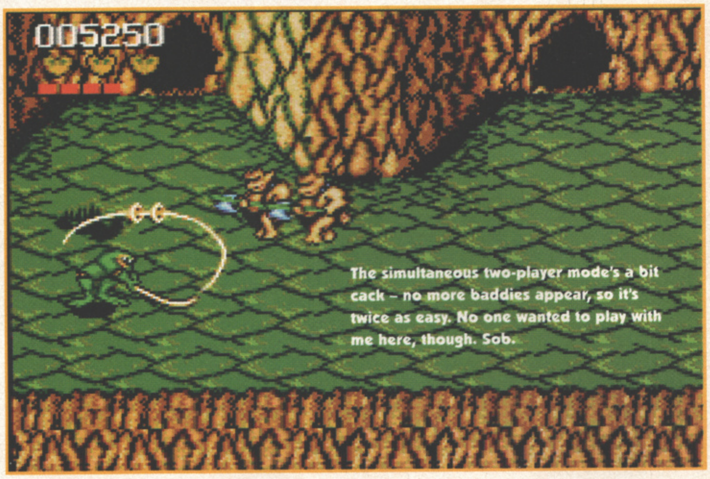
A500 Crappier graphics, slightly slower.

BATTLETOADS



Level two: The swinging-down-a-cavern level. It's cack.

It'd probably be best not to try licking them – you might turn green.



The simultaneous two-player mode's a bit cack – no more baddies appear, so it's twice as easy. No one wanted to play with me here, though. Sob.

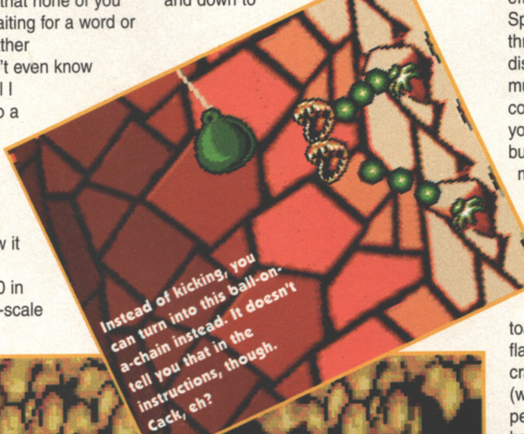
Game: Battletoads
Runs on: A500 and A600 (1 meg), A1200
Publisher: Mindscape
Authors: Rare
Price: £20
Release: Out now

B*attletoads*, before you consider exciting yourself over the emergence of the most long-awaited game in Amiga history, is cack. Our seeds of suspicion that this might be the case were sown by the fact that Mindscape didn't even see fit to send us a review copy. Were they just having a busy week? Had they just forgotten? Or does it rather suggest that they thought if they put it in a nice box and got it into the shops before we at AP had a chance to dissuade you otherwise, it might just sell? *(Who can tell? – Ed)*

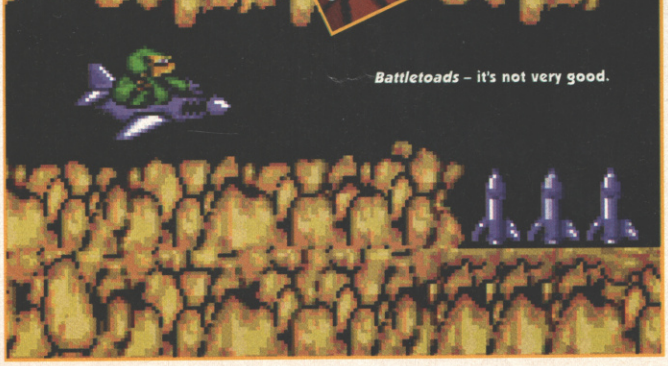
We can only hope that none of you acted before sensibly waiting for a word or two from us because, rather embarrassingly, we didn't even know *Battletoads* was out until I inadvertently walked into a computer shop in Bristol the other day (to try to get recognised – still no luck, though) and, in an unguarded moment, saw it on the shelf. Or more correctly, reduced to £10 in the Bargain Bin, a large-scale version of which should surely be constructed, and into which all copies of *Battletoads* should be flung to rot for ever more. We often tell you here at AMIGA POWER that games are 'crap', but if there was ever a reason for relaxing Future Publishing's rules on swearing, then *Battletoads* is it; this game is not so much crap as *("Quite clearly" – Ed)* terrible.

WARTS

Battletoads is divided into twelve levels. The first is a scrolling beat-'em-up, very much a poor man's *Golden Axe* (walk up to baddies and press Fire), the second is like that bit in *Ghostbusters 2* (the game) where you are lowered down a cavern on a rope (swing into baddies and press Fire), the third has you in a spaceship flying through a scrolling tunnel (move up and down to avoid the rocks and press Fire), the fourth is a vertically scrolling version of the first and, from what I gather from the positively ancient NES original (on which this is based), it carries on in pretty much in the same vein from there on.



Instead of kicking, you can turn into this ball-on-a-chain instead. It doesn't tell you that in the instructions, though. Cack, eh?



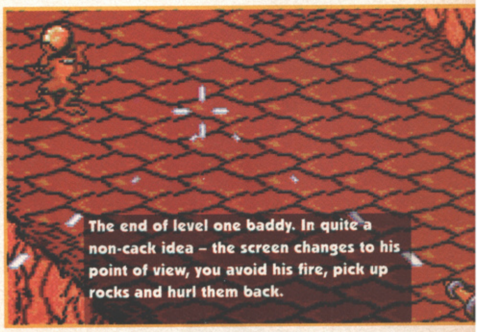
Battletoads – it's not very good.

SCHWARTZ

"Everything" is of course the answer to the question "Okay, but what exactly is the problem?" The sprites are tiny with only three frames of animation, the scrolling brings tears to the eyes, the sound effects are so bad they'd make a Speccy blush, and (if you haven't already thrown a brick through the screen in disgust at the appalling backdrops) the music would have you seriously considering ripping the speaker out of your television. There are programming bugs (jump over a gap and the screen might not scroll in time to let you over; you can kill baddies off-screen, and sometimes even walk off yourself), there are blatant design flaws (you can fall off the edge of level one – great) and the manual is awful, filling you in for eight pages on the toads' ages, history, hobbies, favourite flavours of Cornetto, etc, and then cramming the controls into seven lines (with no mention of how to barge into people on level one, or how to turn into a bashing ball while swinging down the ropes on level two. Cheers). Having such a varied line-up of levels was stupid (you can't help thinking that if they'd got the beat-'em-up bit right and moderated the rest into sub-games, it wouldn't be quite so bad) *(Er, Rich is obviously complaining about the variety of levels being poor, rather than dismissing the variety itself as a silly idea. – Ed)* and, oh, I give up.

Battletoads is cack, right, and if it gets ten percent it ought to count itself extremely lucky.

● ***RICH PELLEY***



The end of level one baddy. In quite a non-cack idea – the screen changes to his point of view, you avoid his fire, pick up rocks and hurl them back.

▲ **UPPERS** At long last, finally, eventually, boy-we-previewed-this-so-long-ago-I-don't-think-my-voice-had-even-broken-then, you can play *Battletoads* on your Amiga.

▼ **DOWNERS** Don't, however, expect your computer ever to speak to you again if you try.

THE BOTTOM LINE

There is absolutely no fun to be had playing *Battletoads* on the Amiga. It's chronically badly-programmed, and the only reason you'd ever carry on playing past your first game is to see what all the levels look like. Quite frankly, this never ever should have been released.

9 PERCENT

THE BOTTOM LINE

A1200 If you thought the A500 version of *Battletoads* was bad, then you should see it running on a A1200. It's exactly the same.

SIMON THE SORCERER

Runs on: CD32
Publisher: Adventure Soft
Authors: Simon and Mike Woodroffe, Alan Bridgman and others
Price: £34
Release: Out now

A question, dear readers. What's the point of saving your position in a game? I'm predicting that you'll be saying something like, "Why, so I can turn off the game, play something else, and, perhaps weeks later, load up the original game and carry on from where I left off, you fool," in which case, you'll be crushingly disappointed by *Simon the Sorcerer CD32.* The save routine all but fills the CD32's store memory, destroying saves from other games. Equally clumsily, if you then play another game and save your position, it will overwrite the *Simon* save. So you either have to play *Simon* exclusively until you finish it, or resign yourself to restarting when you play again. It's more than annoying, it's downright infuriating.

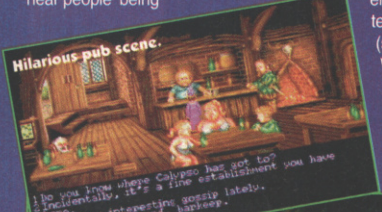
OMNES

But you don't want to hear about that. You want to hear about the all-talking version of the game. Which this is. Yes, in a shockingly innovatory sort of way, Adventure Soft have rewritten the game so that instead of reading text, you get to hear people 'being' the characters in the game. It's a bit like a radio play, with pictures.

Now, being uncharacteristically appreciative of the aesthetics of a game with no regard to the design, this is a terrific idea. No matter how good a script, it's the delivery that counts. Look at, say, the Bilko scripts. They read well, you get the jokes, but it's not until you see Phil Silvers smirk his way through the show, machine-gunning the gags, that the scripts come to life. Yes indeed, I predict that once these 'talkies' get into their stride, we'll all have a lot of fun. Right, critical head back on.

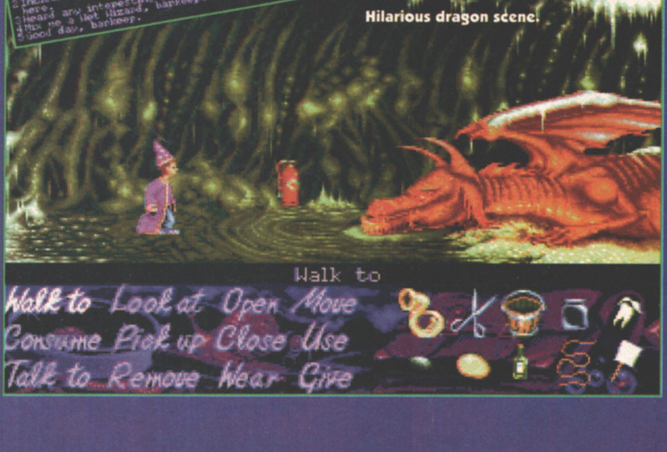
Being at the forefront of 'talkie' games (*Darkseed* being the only other one), you'd expect *Simon* to have a few teething problems. What you don't expect are the glaring faults. The speech breaks up, misses words, and, in one memorable scene involving a troll bridge, clashes so badly with the background samples (in this case, a running waterfall) that huge chunks of it simply disappear. There are also minor but madly strange bugs involving Simon saying something that's just obviously wrong: for example, examine a statue and he'll remark, "I have something else to show you." And there's not even a token attempt at lip-synching. (Yes, I know, but it does affect the atmosphere, as anyone who's seen a dubbed film will attest).

But most unfortunately, the actors employed to play the characters are fairly terrible. Apart from the two headliners (sitcom stalwart Chris Barrie and Bloke Who Does Voices On Spitting Image, Roger Blake), the cast of unknowns performs as if at a school play, swapping timing and characterisation for silly voices and flat reading. Everyone plays more than one part, and you can tell instantly who's doing whom because they always sound exactly the same.

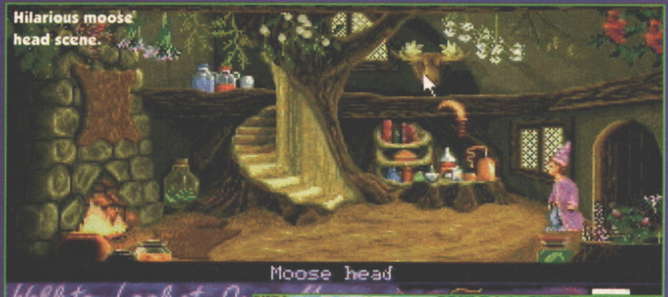


Hilarious pub scene.

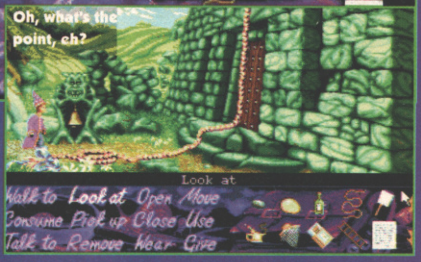
1 Do you know where Calypso has got to?
2 Incidentally, it's a fine establishment you have here.
3 Heard any interesting gossip lately.
4 Mix me a Wet Wizard, barkeep.
5 Good day, barkeep.



Hilarious dragon scene.



Hilarious moose head scene.



Oh, what's the point, eh?

DIRECTIONS

But let us not heap blame upon the actors. The script is diabolical. Jonathan's already dismembered the insipid humour in AP34, but I shall add that, unlike, say, oooh, what, *The Secret Of Monkey Island*, the jokes of *Simon the Sorcerer* just don't travel. It's a bizarre experience, listening to the oh-so English Barrie deliver lines about "pizza bars" and "quarters" in his famously arrogant, flared-nostril style. And because you can't bypass single lines, or opt for the text version or anything, you have to endure the whole script, because, obviously, if you skip stuff you'll miss something important. (Remember, because of the stupid save routine, you'll be playing this to the end). So you sit there and fume while an owl mumbles its way through a huge speech riddled with clues, or while some wizards swap inconsequences before coming to the point, or while a depressed green lizard witters on about its non-existent friends before asking the vital question, or any one of a hundred exasperating sequences.

The actual game's unaltered from its Amiga incarnation: teasingly beautiful graphics that disappoint when you realise nearly everything on screen is scenery, tiny objects, blindingly obvious puzzles, a maze right at the beginning of the game, foolishly empty locations and dead ends, and shatteringly poor music. It is, basically, an utterly ordinary point-and-click adventure, and no amount of 'talk' can change that.

● JONATHAN NASH

CD32

UPPERS Really gorgeous graphics with hundreds of main and incidental animations. Jokes a-plenty. You can't get killed. Splendidly sensible use of CD32 joypad. It's like an eager puppy, frisking and gambolling excitedly with a toy in its desire to please.

DOWNERS But one you have to kick and throw in the river because it bites the children. The 'talkie' stuff annoys no end, but you have to put up with it. (*Darkseed* did it all better with text and optional speech). The save game feature is preposterously terrible, the puzzles are spread thinly over the pointlessly large playing area and the jokes just aren't funny. They really aren't.

THE BOTTOM LINE

A refreshingly different idea, but one that hasn't come off. Better writing would have helped the 'talkie' side, a closer look at the compact trickiness of, ooh, what, *Monkey Island* would have helped the sprawlingly colourless gameplay. It's at least 17% more annoying to play than the 'silent' version, so it's losing marks.

57 PERCENT

MIGHTY
FUN
MAX
POWER
MIGHTY MAX
ocean

Mighty Max © 1993 Bluebird (UK), Film Roman, Inc., Canal + D.A. Under licence from Bluebird (UK).

AVAILABLE FOR
AMIGA™ 1200

2 CASTLE STREET . CASTLEFIELD . MANCHESTER .
M3 4LZ . TEL: 061 832 6633 . FAX: 061 832 0650

How To Attract Girls

NEW. Scientists have now isolated and synthesised a natural female attractant - ANDROSTENONE PHEROMONE.

- "Minute quantities were sprayed on a chair in a dentist's waiting room. Women patients made straight for the chair" **Sunday Times**
- "Women are attracted to the smell" **Daily Telegraph**
- "The woman finds the man attractive but she doesn't know why." **Lifestyle,**
- "The stuff attracts women like you would not believe." **Colorado Telegraph**

Successfully tested on BBC TV's "Tomorrows World".

CONTACT 18 contains ANDROSTENONE and Super ANROSTENOL PHEROMONE and is the best quality, most effective pheromone attractant available. Don't be misled by cheaper (or more expensive) imitations. Comes in a discreet 15ml atomiser (lasts 3 months). **It really works! User reports confirm success:**

"CONTACT 18 really does seem to work! The most dramatic instances have occurred when wearing it at discos. Girls just drift towards me and start flirting." **D.T. Cardiff.**

"I knew CONTACT 18 wasn't a gimmick when one of the girls at work, quite out of character, started to seduce me when we were alone in the office." **S.D. Nottingham.**

Price £12.95
Postpaid

SPECIAL OFFER:
Order 2 (£25.90)
and get an extra
CONTACT 18 - **FREE!**

Fast despatch under plain cover

Trade Enquiries Welcome

MONEY BACK GUARANTEE:
If you are not 100% delighted with CONTACT 18 simply return remainder within 30 days for a full refund - No questions asked.

24 HR CREDIT CARD HOTLINE
☎ 0534 61 71 81

GKS RESEARCH TECHNOLOGY,
PO.Box 117,
St. Helier, JE4 8QZ

To: G.K.S. RESEARCH TECHNOLOGY, P.O. BOX 117, St. HELIER, JE4 8QZ **AP**

YES! Please rush me ....bottles of CONTACT 18. I enclose Cheque / P.O.for £........................(Foreign add £3)

Or debit my Access/Visa Act No..

Signature...Expiry Date..............................

Name...BLOCK

Address...CAPITALS

....Postcode.............................PLEASE

Office Suite 3, 20 Britannia Place, Bath Street, St. Helier, Jersey JE2 4SU (but please use the above address which is a secure PO Box in a main Post Office)

DIRECT SOFTWARE

DEPT AMPBD10SC Unit 3, Cross Keys
Shopping Mall, St Neots, Cambridgeshire
PE19 2AU
TELEPHONE ORDER LINE: 0908 379550
FAX: 0908 277142

ORDER HOTLINE
0908 379550

BLANK DISKS

ALL OUR DISKS COME WITH A 100% ONE FOR ONE GUARANTEE

RECYCLED COVER DISKS		RECYCLED HD COVER DISKS		DS/DD		DS/HD	
50	£10.99	50	£16.00	50	£16.00	50	£22.00
100	£20.00	100	£30.00	100	£30.00	100	£40.00
250	£45.00	250	£70.00	250	£70.00	250	£90.00
500	£85.00	500	£135.00	500	£135.00	500	£170.00
1000	£150.00	1000	£255.00	1000	£255.00	1000	£320.00

All our disks include FREE labels

We will not be beaten on price!

Please make cheques and P.O payable to:-

DIRECT SOFTWARE, DEPARTMENT AMPBD08SC UNIT 3, CROSSKEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE PE19 2AU.

UK MAINLAND - DELIVERY FREE

OTHER AREAS - PRICES ON APPLICATION

All parcels are sent out by recorded delivery. All items subject to availability. All prices subject to change without notice. E&OE. Please allow for cheque clearance.

Please charge my Access/Visa No: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date: ☐☐

ORDER FORM

VISA MasterCard Access

CUSTOMER NUMBER

Please supply me with the following for

Computer ____________

TITLES

POST + PACKAGING	
TOTAL	

DATE: ____________

NAME: ____________

ADDRESS: ____________

____________ POST CODE: ____________

TEL: ____________

AMIGA POWER OCTOBER 94

Premier Mail Order

E&OE
Most titles are despatched same day, but can take up to 28 days.

Please send cheque/PO (made out to Premier Mail Order) /Access/Visa no· & expiry date to:

Dept AP42, 9-10 The Capricorn Centre, Cranes Farm Road, Basildon, Essex SS14 3JJ Tel: 0268-271172 *Fax: 0268-271173*

Telephone orders: Mon-Fri 9am-7pm and Sat & Sun 10am-4pm. We are open 364 days a year. P&P and VAT is included for all UK orders. Please add £2 P&P for Europe, elsewhere please add £3·50 per item for Airmail. Next day service available UK only at £4·00 per item· Some titles may not be released at the time of going to press.

Most titles are despatched same day, but can take up to 28 days

A-Train		12.99
A320 Airbus (Europe)		22.99
A320 Airbus (USA)		22.99
A320 Approach Trainer		19.99
Addiction		19.99
Air Bucks 1·2		12.99
Akira		18.99
Akira	CD32	19.99
Aladdin	**A1200**	**19.99**
Alfred Chicken	All Formats	17.99
Alien 3		19.99
Alien Breed 2	A1200	19.99
Alien Breed 2/Tower Assault	**CD32**	**19.99**
Alien Breed Special Edition		10.99
Alien Breed Special Edition	CD32	12.99
All Terrain Racer		17.99
All Terrain Racer	A1200/CD32	19.99
Ambermoon		19.99
Amberstar		19.99
Apidya		8.99
Arabian Knights	A1200	19.99
Arabian Knights	CD32	12.99
Arcade Pool		8.99
Arcade Pool	CD32	12.99
Archer Maclean's Pool		10.99
Armourgeddon 2		19.99
B17 Flying Fortress (1 Meg)		22.99
Banshee	**A500/A1200**	**22.99**
Banshee	**CD32**	**19.99**
Battle Isle '93		17.99
Beneath a Steel Sky		**20.99**
Beneath a Steel Sky	CD32	19.99
Benefactor		**17.99**
Blastar		17.99
Body Blows	A1200	12.99
Body Blows Galactic		18.99
Body Blows Galactic	A1200	19.99
Body Blows/Superfrog/Overdrive		19.99
Breach II		22.99
Bubba 'n Stix	A500/CD32	19.99
Bubble and Squeak	A1200/CD32	19.99
Bump n Burn		17.99
Burntime		17.99
Caesar Deluxe		12.99
Caesar/Cohort 2	CD32	22.99
Cannon Fodder		**20.99**
Cartoon Collection Dizzy		16.99
Castle Conquest		19.99
Chambers of Shaolin	CD32	17.99
Championship Manager '95		**12.99**
Championship Manager '94 Season Disk		7.99
Championship Manager Italia		16.99
Championship Mngr End of Seas on D disk		**11.99**
Chaos Engine	A1200	17.99
Chaos Engine	CD32	19.99
Chuck Rock	CD32	12.99
Civilisation	A1200	25.99
Civilisation (1 Meg)		22.99
Claws		17.99
Clockwiser		10.99
Club Football		**16.99**
Cohort 2		19.99
Combat Air Patrol		9.99
Combat Classics 2 - (Compilation)		19.99
Contraptions		13.99
Cool Spot		20.99
Cruise for a Corpse		12.99
Curse of Enchantia		22.99
Cyber Punk		17.99
D Day - Beginning of the End		22.99
D Day – Beginning to the End		22.99
D Day – Overlord		22.99
Darkmere		20.99
Deluxe Music Construction Set 2·0		59.99
Deluxe Paint 4 AGA		64.99
Demonmaniac		17.99
Detroit	A500/A1200	22.99
Dizzy CD Pack	**CD32**	**16.99**
Dizzy Collection		16.99
Dizzy's Excellent Adventure		16.99
Dogfight		22.99
Dracula		19.99
Dragonstone	A1200/CD32	22.99
Dream Web		**22.99**
Dune		12.99
Dune 2		20.99
Dungeon Master 2		22.99
Dynablaster		19.99
Elfmania		17.99
Elite 2 (Frontier)	A500 or CD32	19.99
Empire Soccer 94		**19.99**
Excellent Games		22.99
Exile	A500/CD32	19.99
Extractors	CD32	26.99
Eye of the Beholder 1or 2		12.99
Eye of the Beholder 2 (1 Meg)		12.99
F117A Nighthawk Stealthfighter		22.99
F17 Challenge		10.99
F17 Challenge/Project X	CD32	17.99
F19 Stealth Fighter		11.99
F29		10.99
FIFA Soccer		**19.99**
Fat Man		17.99
Fields Of Glory	**A500/A1200**	**22.99**
Final Fight		8.99
First Samurai		8.99
Flashback		20.99
Flight Sim 2 Great Britain		26.99
Flight Sim 2 Hawaiian Scenery		13.99
Flight Sim 2 Japan Scenery		13.99
Flight Sim 2 Scenery Collection A		22.99
Flight Sim 2 Scenery Collection B		22.99
Flight Sim 2 USA No.11 Detroit		13.99
Flight Sim 2 USA No.12 New York		13.99
Flight Sim 2 USA No.7 Washington		13.99
Flight Sim 2 USA No.9 Chicago		13.99
Flight Sim 2 Western European Tour		13.99
Flight Simulator 2		**22.99**
Flight of the Intruder		10.99
Formula One Grand Prix		22.99
G2		17.99
Genesia		19.99
Goal		**13.99**
Goblins 3		22.99
Graham Gooch 2nd Innings		11.99
Graham Gooch - Test Match Special		19.99
Graham Gooch World Class Cricket		19.99
Graham Taylors Soccer Challenge		8.99
Grusome		16.99
Guardian	CD32	19.99
Gulp	CD32	19.99
Gunship 2000	**CD32**	**19.99**
Gunship 2000 (1 Meg)	A500/A1200	22.99
Hanna Barbera Animation		29.99
Hannibal		19.99
Harpoon 121		12.99
Heimdall 2	A500/A1200/CD32	22.99
Heroquest 2 - Legend of Sorasil	A500/CD32	17.99
Hill Street Blues		8.99
Hired Guns		**10.99**
History Line 1914-18 (1 Meg)		22.99
Impossible Mission	A500/A1200/CD32	19.99
Indiana Jones Fate of Atlantis Action		8.99
Indiana Jones Fate of Atlantis Adv		24.99
Indiana Jones Last Crusade		12.99
Inferno	CD32	19.99
Innocent Until Caught		10.99
International Manager - World Cup Edition		**17.99**
International Open Golf	CD32	19.99
International Open Golf Championship		17.99
Ishar 3		22.99
Ishar 3	A1200	26.99
Jack the Ripper		27.99
Jaguar XJ220		8.99
James Pond 3	A1200/CD32	19.99
Jet Strike		17.99
Jet Strike	CD32	17.99
John Barnes' European Football		8.99
John Madden American Football		10.99
Jungle Book	**A1200**	**19.99**
Jurassic Park		17.99
K240 – Utopia 2 A500/CD32		19.99
Kick Off 3		**16.99**
Kick Off 3	CD32/A1200	19.99
Kick Off 3	CD32/A1200	19.99
Kid Chaos	A1200/CD32	19.99
Kid Chaos		17.99
King Pin	**A500/A1200**	**8.99**
King Pin	**CD32**	**12.99**
Kingmaker		22.99
Kings Quest 1 or 2 or 3		12.99
Kings Quest 6	A500/A1200	22.99
Kings Table		19.99
Knights of the Sky		10.99
Laser Squad		8.99
Legends of Valour		24.99
Leisure Suit Larry 1 or 2 or 3		12.99
Lemmings 1	CD32	19.99
Lemmings Double Pack		19.99
Liberation - Captive 2		20.99
Links – the Challenge Of Golf		12.99
Lionheart	CD32	14.99
Litil Divil	CD32	19.99
Lords of Power		22.99
Lords of the Realm		22.99
Lost Eden	CD32	22.99
Lost Vikings	CD32	19.99
Lotus Turbo Trilogy	CD32	22.99
Lure of the Temptress		12.99
Magician's Castle		19.99
Manchester United Europe		8.99
Manchester United Prem League Champs	**A500/CD32**	**19.99**
Manhunter "New York"		12.99
Master Axe	A500/A600/A1200	17.99
Master Axe	CD32	19.99
Mavis Beacon 2		19.99
Mega Race	CD32	22.99
Mega Collection		16.99
Messengers of Doom		19.99
Micro Machines		**17.99**
Microcosm	**CD32**	**29.99**
Mighty Max	**A600/A1200/CD32**	**17.99**
Monopoly		**18.99**
Mortal Kombat		**20.99**
Mr Nutz		17.99
Mr Nutz	A1200	18.99
Naughty Ones	A500/A1200/CD32	17.99
New Zealand Story		6.99
Nick Faldo's Golf	CD32	22.99
Nigel Mansell's World Champ	CD32	19.99
No Second Prize	CD32	14.99
On the Ball - League Edition		**19.99**
On The Ball - League Edition	**A1200**	**22.99**
On the Ball - World Cup Edition		**19.99**
On The Ball - World Cup Edition	**A1200**	**22.99**
Overkill	**A1200**	**17.99**
Overkill	CD32	19.99
PGA Tour Golf		12.99
Perfect General		(See Lords of Power)
Perihelion		19.99
Pinball Dreams + Fantasies		22.99
Pinball Fantasies	A1200	19.99
Pinball Fantasies	CD32	24.99
Pinball Magic		6.99
Planet Football	A1200/CD32	22.99
Police Quest 1 or 2 or 3		12.99
Populous & Promised Lands		10.99
Populous 2		12.99
Populous 2+		(see Excellent Games)
Powermonger & Data Disk		12.99
Premiere	**CD32**	**12.99**
Prince Of Persia		6.99
Pro Tennis Tour 2 - J Connors Great Courts 2		8.99
Project X		10.99
Project X/F17 Challenge	CD32	17.99
Qwak /Alien Breed Special Edition CD32		17.99
Rainbow Islands		6.99
Reach for the Skies		19.99
Red Baron		(see Lords of Power)
Renegade 2		16.99
Reunion	A500/A600/A1200	22.99
Rings of Medusa Gold		19.99
Rise of the Robots	**A1200**	**27.99**
Rise of the Robots	**A500**	**25.99**
Rise of the Robots	**CD32**	**22.99**
Robinsons Requiem		22.99
Rookies		16.99
Rugby League Coach		19.99
Rules of Engagement 2		22.99
Ryder Cup	A1200	17.99
Ryder Cup	CD32	20.99
Scrabble		18.99
Second Samurai	A500/A1200/CD32	19.99
Secret of Monkey Island		12.99
Secret of Monkey Island 2 (1 Meg)		24.99
Sensible Soccer International	CD32	16.99
Sensible Soccer International Edition		13.99
Sensible Soccer	CD32	19.99
Settlers		**19.99**
Shadow Lands		8.99
Sierra Soccer		**16.99**
Sim City + Lemmings		19.99
Sim City + Populous		19.99
Sim City 2000		**22.99**
Sim City Classic		12.99
Sim City Deluxe		19.99
Sim Life	A500/CD32	22.99
Simon the Sorcerer	A1200	29.99
Simon the Sorcerer	CD32	26.99
Simon the Sorcerer		22.99
Skeleton Krew	A1200/CD32	22.99
Skidmarks		17.99
Skidmarks	CD32	17.99
Soccer Kid	**CD32**	**19.99**
Soup Trek (The Search For Stock)		19.99
Space Quest 1 or 2 or 3		12.99
Space Quest 4		22.99
Speedball 2		8.99
Star Trek	A1200	22.99
Starlord		22.99
Streetfighter 2 (1 Meg)		12.99
Striker		8.99
Striker	CD32	19.99
Super Stardust	A1200/CD32	19.99
Superfrog	CD32	12.99
Supremacy		10.99
Syndicate		22.99
S·U·B·		19.99
TV Sports Duo	CD32	19.99
Tactical Manager – English or Scottish or Italian		19.99
Team 17 Collection Vol 1		19.99
Test Drive 2		7.99
Test Match Cricket		16.99
The Blue and the Gray		22.99
Theme Park	**A500/A1200**	**22.99**
Tom Landry Strategy Deluxe	**A500/A600/A1200**	**19.99**
Top Gear 2	A1200	17.99
Tornado	A1200	26.99
Tornado	A500/CD32	22.99
Tower Assault	A500/A1200	13.99
Tracon 2		22.99
Traps n Treasures		17.99
Trolls	A500 or A1200	9.99
Turbo Trax		17.99
Turrican 3	A500/A1200	17.99
T·F·X·	A1200	26.99
U96		22.99
UFO	A1200	22.99
UFO	CD32	19.99
Ultimate Body Blows	CD32	19.99
Ultimate Pinball Quest		19.99
Uncovered		17.99
Universe	**A500/CD32**	**22.99**
Vikings		9.99
Vital Light	A500/600/A1200	19.99
Walker		9.99
Wembley International Soccer	**A1200**	**17.99**
Wembley International Soccer	CD32	19.99
Wembley Rugby League	A500/A1200	17.99
Western Front		20.99
Wild Cup Soccer	A500/600/1200	17.99
Wild Cup Soccer	CD32	19.99
Winter Gold		12.99
World Cup USA 94		**17.99**
World Cup Year '94		**19.99**
Zeewolf		19.99
Zool	CD32	19.99
Zool 2	A1200	17.99
Zool 2	CD32	19.99

JOYSTICKS/ACCESSORIES

Analog Adaptor	**4.99**
Cheetah 125+	**7.99**
Cheetah Bug	**11.99**
Competition Pro Extra	**14.99**
Disk Box (10 capacity)	**1.99**
Disk Box (100 capacity)	**7.99**
Disk Box (40 capacity)	**4.99**
Disk Box (50 capacity)	**5.99**
Disk Box (80 capacity)	**6.99**
Freewheel Steering Wheel	**24.99**
Gravis Advanced Switch Joystick	**22.99**
Gravis Gamepad	**15.99**
Mouse Mat	**1.99**
Quick Joy 2 Turbo	**10.99**
Quick Joy Jet Fighter	**11.99**
Quick Joy Top Star	**17.99**
Quickjoy Pedals	**17.99**
Suncom Slik Stick	**4.99**
Suncom Tac 2	**7.99**
Wico "Q" Stick	**4.99**

3·5" BLANK DISKS

	TDK/VERBATIM (BOXED)		PRECISION (BOXED)		UNBRANDED (LOOSE)	
	LOW	HIGH	LOW	HIGH	LOW	HIGH
10	7·99	9·99	6·49	7·99	5·99	6·99
20	14·50	19·50	11·99	15·50	10·99	13·50
50	35·00	47·50	26·00	37·50	23·99	32·50
100	65·00	95·00	49·99	72·99	44·99	62·99
200	125·00	190·00	94·99	141·99	83·99	121·99
500	300·00	470·00	219·00	350·00	199·99	287·50
1000	580·00	930·00	419·99	680·00	369·99	550·00

3·5" Recycled – Loose

10............4·50 20................8·50 50..................17·50 100 ....35·00

SPECIAL OFFERS

Arabian Knights	**A500/CD32**	**9.99**
Alien Breed 2		**12.99**
Body Blows		**10.99**
Brutal Football		**10.99**
Championship Manager '93		**12.99**
Chaos Engine		**9.99**
Civilisation	**A1200**	**17.99**
Crazy Cars 3		**12.99**
Jack Nicklaus Unlimited Golf		**12.99**
Jack Nicklaus Course Designers Clip Art volume 1		**7.99**
Lemmings 2 (The Tribes)		**12.99**
Lotus Trilogy		**12.99**
N Mansell	**A1200**	**12.99**
Nick Faldo's Golf		**12.99**
Premier Manager 2		**7.99**
Sabre Team		**8.99**
Sensible Soccer 92/93		**12.99**
Shadow Worlds		**9.99**
Soccer Kid	**A/500/A1200**	**9.99**
Super Tetris		**12.99**
Utopia + New Worlds		**12.99**
Wing Commander (1 Meg)		**9.99**
Zool		**8.99**
Zool 2		**10.99**

EDUCATIONAL

ADI English	**(All Ages)**	**17.99**
ADI French	**(All Ages)**	**17.99**
ADI Maths	**(All Ages)**	**17.99**
ADI GCSE Maths - English or French		**22.99**
Better Maths	**(12-16)**	**13.99**
Better Spelling	**(8-14)**	**13.99**
Cave Maze	**(8-12)**	**10.99**
Fraction Goblins	**(8-13)**	**10.99**
Fun School 2	**(U6) or (6-8) or (8+)**	**6.99**
Fun School 4	**(U5) or (5-7) or (7-11)**	**16.99**
Junior Typist	**(5-10)**	**10.99**
Magic Math	**(4-8)**	**13.99**
Maths Dragons	**(6-13)**	**10.99**
Maths Mania	**(8-12)**	**13.99**
Mickey's ABC'	**(2-5)**	**13.99**
Mickey's 123's	**(2-5)**	**13.99**
Noddy's Playtime	**(3+)**	**16.99**
Noddy's Big Adventure	**(3+)**	**16.99**
Paint & Create	**(5+)**	**17.99**
Picture Fractions	**(7-10)**	**10.99**
Reasoning with Trolls	**(5-12)**	**10.99**
Tidy the House	**(6-10)**	**9.99**

JUNIOR ADVENTURE

Robin Hood	**(8+)**	**13.99**
The Three Bears	**(5-10)**	**13.99**
Wind in the Willows	**(6+)**	**13.99**
Wizard Of Oz		**13.99**
Scrooge (A Christmas Carol)	**(8+)**	**13.99**

JETSTRIKE

Runs on: CD32
Publisher: Kompart
Author: Rasputin
Price: £26
Release: Out now

Despite the fact that it looked and played like some sort of elaborate PD game, the original version of *Jetstrike* (AP32, 68%) managed to impress us enough to include it down at the tail end of the AMIGA POWER All Time Top 100. There was no getting away from the fact that it was flawed through and through, not least with the fact that for every minute of game time, you had to endure an almost equal amount of disk accessing. Being available on a bright and shiny CD has seen off that problem, but it's still an odd catalogue of quirky idiosyncrasies.

For a start, the between-game graphics are mostly terrible (although there is a pretty good logo you get to see during loading breaks, and it doesn't say the usually irritating 'Loading, please wait' so no marks lost there). The grammar of the mission briefings sucks, with such howlers as "fly out and make them ecology," whatever that might mean, and the radio messages that pop up occasionally ("This is the tower, you're cleared for take off") sound spookily like a passer-by who's had a tape recorder shoved under his nose. Professional voiceover work this ain't.

ANNIHILATION

The basic game idea's primitive, being only one step above the ancient Spectrum game *Harrier Attack*, with you flying either left or right across a wraparound screen to shoot or bomb things. There's something tragically wrong with the flying model, which results in planes stalling as they turn, or bizarrely hanging in the air, nose up, tail down for anything up to five seconds. This is particularly noticeable during air combat which invariably ends up with the two planes comically and unrealistically circling each other. And the music marks an all-time low for video games, with Top Gun-inspired punchy MOR rock songs written, performed and recorded (we have to presume) by the programmer's friend in his mum's living room. However...

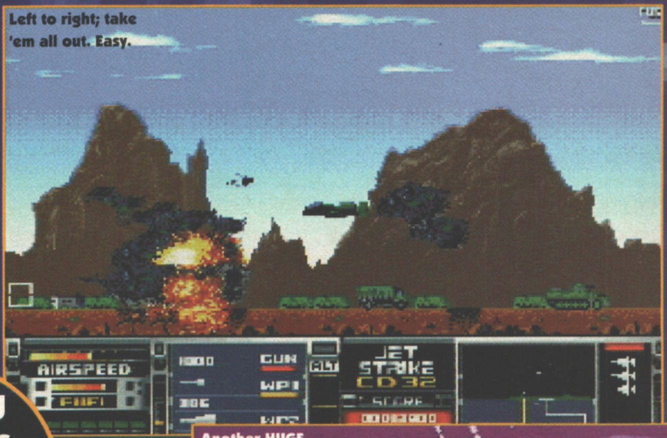
Once you've started playing, it's kind of hard to stop. I think my problem is that it's been programmed by someone dangerously obsessed with the modern military, so instead of ten or twelve planes and a few helicopters, there's pretty much every single modern military aeroplane to choose from, each with suitable sound effects. If you choose the A-10 Warthog for instance (my fave plane), you get a realistic turbine whine and a staccato chainsaw rattling every time you fire the Gatling gun, which certainly made my day, especially when I roared towards a poorly-defended convoy and blew the blooming (*"Bejabers" - Ed*) out of it.

Although the air-to-air combat's poor, the main game's set around ground attack, which is fearsome fun with huge explosions on land and groovy splashes at sea. You get a number of missions across the same terrain, so taking out targets early on helps you later, and should the prospect of blowing things up bore you, you can always go on to the stupidly hard and hugely entertaining Aerolympics section, which gets you doing dumb things like flying fast jets through narrow tunnels.

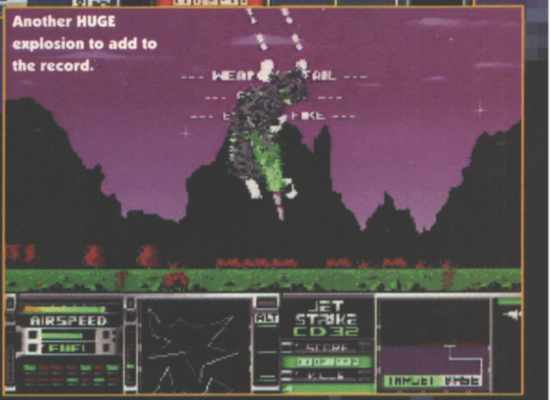
Despite all its problems and a few annoying glitches, Rasputin have finally produced a jolly satisfying version of *Jetstrike*, with the CD cutting down accessing time to the point of welcome invisibility and the new backgrounds and weather effects improving the overall look of it. They've also used the joypad wisely, which gives it a huge user-friendly advantage over the clumsy joystick-keyboard combinations of the original. But best of all, it's just good old-fashioned fun to play. And those explosions – phwoar, eh lads?

● *CAM WINSTANLEY*

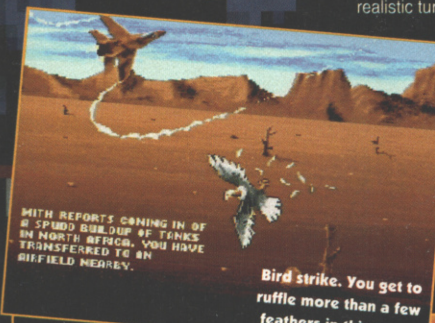
> **"Flying fast jets through narrow tunnels"**



Left to right; take 'em all out. Easy.

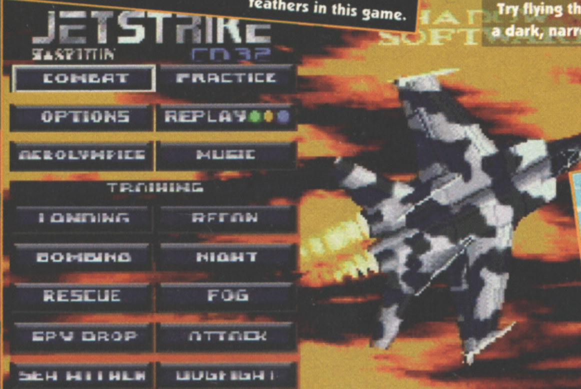


Another HUGE explosion to add to the record.

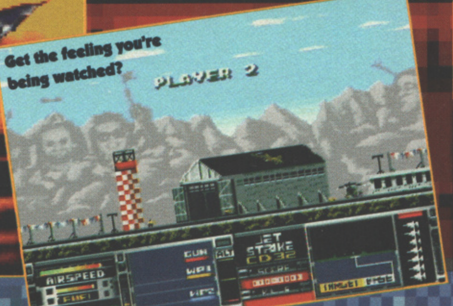


WITH REPORTS COMING IN OF A SPUDD BUILDUP OF TANKS IN NORTH AFRICA. YOU HAVE TRANSFERRED TO AN AIRFIELD NEARBY.

Bird strike. You get to ruffle more than a few feathers in this game.



Try flying this through a dark, narrow tunnel.



Get the feeling you're being watched?

UPPERS Even bigger explosions, bonkers missions, hundreds of planes and bombs and lots to entertain the modern military obsessive.

DOWNERS The music's terrible, there're still some odd glitches in it and most of the in-between screens still need more attention paid to them.

CD32

THE BOTTOM LINE

The move to CD has been good for *Jetstrike*, and once you get past the odd control system (clockwise and anti-clockwise rotation – for flip's sake), you'll have a great time. It's quirky, it's wacky, and I like it lots.

81 PERCENT

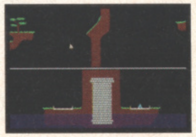
THE BOTTOM LINE

A1200

There'll be an identical hard disk-installable version out soon which will even allow you to use a CD32 controller. I approve.

POINTS OF VIEW

This month, for a change, we are virtually in complete agreement. If only it showed on our faces.

	SUPER STARDUST	RUFF 'N' TUMBLE	THEME PARK	TOP GEAR 2	LITIL DIVIL	DETROIT	BATTLETOADS	 GRAVITY FORCE 2
JONATHAN DAVIES	Clotted cream teas ★★★★★	Making a sandcastle ★★★★★	Special ice-cream ★★★★	Seaweed ★★	Crabs ★★	A wasp ★	Looks like rain ★	Started playing it again ★★★★★
CAMERON WINSTANLEY	Buy it ★★★★★	Buy it ★★★★★	Buy it ★★★★★	Don't ★★★	Don't ★	Don't ★	Don't ★	Still playing it ★★★★★
STEVE FARAGHER	Gasp ★★★★★	Phew ★★★★	Cor ★★★★★	Wot? ★★★	Ha Ha Ha ★	No No No ★	Gertcha ★	Haven't played it yet
JONATHAN NASH	Super ★★★★★	Rough ★★★	Theme ★★★★★	Top ★	Little ★	Detroit ★	Spawn of the devil ★	Still playing it ★★★★★
RICH PELLEY	Looks good (haven't played it) ★★★★★	Haven't played it	Looks good (haven't played it) ★★★★★	Haven't played it	Haven't played it	Haven't played it	Cack ★	Ought to play it ★★★★
HORACE DOVE-EDWIN	Really quick ★★★★★	Very quick ★★★★	Where's the ice-cream and stanozol ★★★★★	There's Linford in his car ★★★	There's a small red demon with a pizza ★★	I think I've broken the time barrier ★	My chest hurts ★	Does this plane go to Sierra Leone? ★★★★★

NEXT MONTH IS THE MONTH THE FES TAKES PLACE

ON SALE 20TH OCTOBER

Hurrah. But that's not all. The November issue of AMIGA POWER will exhaustively introduce you to the amazing, multi-ball *Pinball Illusions*, with an exclusive review and an equally-exclusive coverdisk demo. It will also contain many other items of interest to Amiga games players.

MONTH

AMIGA POWER will exhaustively introduce you to the amazing, multi-ball *Pinball Illusions*, with an coverdisk demo. It will also contain many other items of interest to Amiga games players.

Unbelievable graphics

Unstoppable power

Untouchable excitement

Ultimate

Future Games

The next generation

The magazine

The 1st of November 1994

▶▶▶▶

WHATEVER NEXT?

However often we get to do a next month page it's not often enough for us. There's nothing we like more than sharing our hopes for the future with you, our beloved readers. Next month for instance we've got five weeks to cobble together our usual load of nonsense instead of the usual four. "What does this mean to us, the readers?" we hear you ask. Well frankly very little. It does mean that we get to hang around for three-and-a-half weeks instead of the customary two-and-a-half, playing *Gravity Force 2,* doing as much freelance for other magazines as is humanly possible and indulging ourselves in overly priced and, we trust, humorous photo-shoots to grace these hallowed pages before getting down to our normal high-pitched, ten-day frenzy of magazine production. Yes, it's not easy being one of the mightiest beings ever to produce a computer games magazine. Certainly not.

AMIGA POWER 43 WILL BRING YOU:

PINBALL ILLUSIONS
We gave *Pinball Fantasies* 91%. And a demo of its sequel will be on our coverdisk. So get down the newsagents and book your copy now... Go on – don't just sit there slack-mouthed and awed.

PINBALL ILLUSIONS II
And! We've got a great competition for all you budding artists to enter, so get sharpening your pencils and, er, brushes.

FIFA SOCCER
It'll be here (according to Nick from EA). The long awaited and terrific looking football game that will go head-to-head with our all-time favourite, the mighty *Sensible Soccer.* Will anybody be left standing? Will we invade the pitch? Can we finally beat Argentina 10-0? All these questions and more will probably be answered in our GARGANTUAN review.

DREAM WEB
We will definitely have the eerie and intriguing *Dream Web* next month and not, for example, be forced to write a humorous next month page in the last few minutes of deadline due to our shoddy unprofessionalism. No.

AMBERMOON
Will also definitely be here. Most likely. Or possibly not. Again.

FLIGHT OF THE AMAZON QUEEN
Is a fantastic looking and very funny point and click graphic adventure from down under. We previewed it in AP 38 and loved its quirky Aussie humour. We will, of course, (possibly) be reviewing it IN DEPTH next issue.

BATTLETOADS
Er, strangely, and against all precedents, turned up this month. Luckily.

Future
PUBLISHING
Your guarantee of value

Sony PlayStation • Nintendo Ultra 64 • Sega Saturn • Atari Jaguar
3DO • Arcade • Mega 32 • NEC FX • Neo Geo CD • CD-ROM • CD-i

: 5 7
ght: 118 lbs.
position: Competitive, reckl
ys provoking conflicts.
: Ratbike 500
sh: $2200
Panasonic
SONY
PlayStation
POWER
SEGA SATURN
SPORTS
Expect
something
special

Exclusive hyper-games of the future:
***explore* them...**
Super new-generation console magazine:
***experience* it...**

Premier issue on sale NOVEMBER 1st:

Ultimate
Future Games

SOFT EXPRESS LTD

ORDER HOTLINE

TEL: 0908 277177

FAX: 0908 645397

HOW TO ORDER

Order by telephone quoting your credit card number and expiry date (credit cards are not charged until the day of despatch). If paying by cheque, please make payable to:

SOFT EXPRESS LTD, DEPT NO. AMP10CM,
6 WHARFSIDE, FENNY STRATFORD,
BLETCHLEY, MILTON KEYNES,
BUCKS MK2 2AZ.

VISA

Access

AMIGA	PRICE
A Train	£11·99
A320 Approach Trainer	£19·99
Addiction	£19·99
Alfred Chicken (1200)	£9·99
Alien 3	£16·99
Alien 3	£16·99
Alien Breed 2	£16·99
Alien Breed 2 (1200)	£18·99
Alien Breed Special Edition	£9·99
Apocalypse	£15·99
Arcade Pool	£6·99
Armour Geddon 2	£15·99
Awardwinners 2	£19·99
Banshee (A1200)	£16·99
Battletoads	£16·99
Beneath Steel Sky	£19·99
Benefactor	£19·99
Big Sea	£18·99
Bob's Bad Day	£16·99
Body Blows	£17·99
Body Blows (1200)	£9·99
Body Blows Galactic	£17·49
Body Blows Galactic (1200)	£14·99
Breach 3	£22·99
Brian the Lion	£15·99
Brutal Sports Football	£9·99
Bubba 'N' Stix	£16·99
Burntime	£22·99
Campaign 2	£22·99
Cannon Fodder	£18·99
Cannon Fodder/ Mortal Kombat/Terminator 2	£22·99
Captive 2	£19·99
Cartoon Racer	£16·99
Champ Manager 93	£16·99
Champ Manager Italia	£16·99
Chaos Engine	£12·99
Chaos Engine (1200)	£16·99
Civilisation (1 Meg)	£22·99
Civilisation (1200)	£18·99
Club Football	£19·99
Combat Air Patrol	£17·99
Combat Classics 2	£19·99
Creepers	£19·99
Cyberpunks	£16·99
D Day	£22·99
Darkmere	£17·99
Demoniac	£16·99
Desert Strike	£19·99
Detroit	£22·99
Dinoworlds	£19·99
Disposable Hero	£16·99
Donk	£16·99
Dracula	£19·99
Dragon Stone	£19·99
Dreamlands	£18·99
Dune 2	£19·99
Dune 2	£19·99
Elfmania	£16·99
Empire Soccer	£16·99
European Champions	£19·99
European Champions (1200)	£16·99
Excellent Games Compilation	£22·99
F1	£16·99
F117A Knighthawk	£22·99

AMIGA	PRICE
Fantastic Dizzy	£16·99
Fatman	£17·99
FIFA International Soccer	£19·99
Fire and Ice	£16·99
Flashback	£17·99
Formula One Champions	£19·99
Formula One Team Manager	£19·99
Frontier Elite 2	£18·99
Fury of the Furries	£9·99
Genesia	£19·99
Goal	£13·99
Goblins 3	£22·99
Graham Gooch 2nd Innings	£11·99
Graham Gooch World Cricket	£19·99
Gulp	£19·99
Gunship (XL)	£8·99
Gunship 2000	£22·99
Hanna Barbera Anim	£29·99
Hannibal	£18·99
Harpoon	£12·99
Hero Quest 2 Legacy	£16·99
Hired Guns	£22·99
Impossible Mission (1200)	£22·99
Impossible Mission (600)	£22·99
Indianapolis 500	£8·99
Innocent	£22·99
Int-edition Sensible Soccer	£19·99
Ishar 3	£21·99
John Madden Football	£9·99
Jurassic Park	£16·99
Jurassic Park (1200)	£18·99
K240	£17·99
Kick Off 3	£16·99
Kick Off 3 (1200)	£19·99
Kid Chaos	£16·99
Kingdom	£22·99
Kingdom of Germany	£19·99
Kingmaker	£22·99
Kings Quest 6 (1200)	£22·99
Kit Vicious	£16·99
Lambourghini	£16·99
Legacy of Sorosil	£16·99
Lords of Power	£22·99
Lotus Trilogy	£11·99
Magic Boy	£16·99
Magicians Castle	£19·99
Man Utd Prem Champs	£18·99
Mario is Missing	£19·99
Micro Machines	£16·99
Microprose Grand Prix	£28·99
Mighty Max (1200)	£16·99
Monkey Island 2	£22·99
Monopoly	£18·49
Morph (1200)	£19·99
Mortal Kombat	£19·99
Mr Nutz (1200)	£19·99
Mr Nutz (600)	£16·99
Nick Faldos Golf	£14·99
One Step Beyond	£12·99
Overdrive	£16·99
Overkill	£12·99
Overlord	£22·99
PGA Tour Golf & Courses	£18·99

AMIGA	PRICE
Pinball Double Pack	£21·49
Pinball Fantasies (1200)	£19·99
Pinkie	£16·99
Populous/Sim City	£16·99
Power Hits	£19·99
Prehistorik 2	£16·99
Premier Manager 2	£9·99
Prime Mover	£14·99
Puggsy	£19·99
Realms of Darkness	£16·99
Rise of the Robots (1200)	£25·99
Robinson's Requiem	£21·99
Rugby League	£16·99
Rugby League Coach	£16·99
Ryder Cup (1200)	£16·99
Ryder Cup (1200)	£16·99
S.U.B.	£19·99
Second Samurai	£16·99
Sensible Soccer 92/93	£13·99
Silent Service 2 (1 meg)	£12·49
Sim City Deluxe	£19·99
Sim City/Lemmings	£19·99
Sim Classics (3 in one pack)	£19·99
Sim Life	£12·99
Simon the Sorcerer	£21·49
Simon the Sorcerer (1200)	£24·99
Simpsons vs World	£16·99
Skid Marks	£16·99
Soccer Kid (1200)	£12·99
Soccer Star World Cup	£16·99
Sorcerer (1200)	£25·99
Space Adventure	£22·99
Space Hulk	£22·99
Startrek 25th Anniversary	£22·99
Streetfighter 2	£9·99
Strike Squad	£22·99
Tactical Manager (Eng)	£19·99
Tactical Manager (Italy)	£19·99
Tactical Manager (Scot)	£19·99
Tensia	£16·99
TFX (1200)	£22·99
The Settlers	£19·99
Theme Park	£22·99
Tracksuit Manager 94	£15·99
Traps and Treasures	£19·99
Turrican 3 (1200)	£16·99
Turrican 3 (600)	£16·99
U96	£22·99
UFO	£28·99
UFO (1200)	£22·99
Ultimate Pinball	£19·99
Uridium 2	£16·99
War in the Gulf	£20·99
Wembley Int Soccer	£16·99
When 2 Worlds War	£19·99
Wild Cup Soccer	£16·99
Wing Commander	£9·99
Winter Olympics	£20·99
Wiz and Liz	£16·99
World Cup USA 94	£17·99
WWF Wrestling 2	£8·99
Zool	£7·99
Zool 2	£9·99
Zool 2 (1200)	£8·99

SPECIALS	PRICE
Curse of Enchantia	£9·99
Disc	£4·99
Federation of Free Traders	£5·99
Jimmy Whites (bundle)	£7·99
Legends of Valour	£9·99
Lemmings 2	£12·99
Manix	£4·99
Nigel Mansell Grand Prix	£9·99
Premier Manager	£7·99
Premier Manager 2	£9·99
Quadrel	£4·99
Soccer Kid	£9·99
Titus the Fox	£7·99
Warriors of Reylene	£7·99
Zool	£7·99
Zool 2	£9·99

UTILITIES	PRICE
20 Blank Disks	£9·00
50 Blank Disks	£16·00
100 Blank Disks	£30·00
250 Blank Disks	£70·00
Amos 3D	£22·99
Amos Compiler	£19·99
Amos Easy	£22·99
Amos Professional	£31·99
Amos Professional Compiler	£24·99
Deluxe Paint 4 (1 meg)	£55·49
Deluxe Paint 4 (AGA)	£60·49
Disk Box 100 Cap	£7·99
Kindwords 3	£19·99
Mini Office	£36·99
Maxiplan 4	£19·99
The Publisher	£19·99
Mousemat	£2·99
External Disk Drive	£49·99
Noddy's Big Adventure	£16·99
Paint and Create (U'5's)	£16·99
Spelling Fair (7-13)	£16·99

EDUCATIONAL	PRICE
Adi English (11-12)	£16·99
Adi French (12-13)	£16·99
Adi French (13-14)	£16·99
Adi Junior Counting (6-7)	£13·49
Adi Junior Reading (4-5)	£13·49
Adi Junior Reading (6-7)	£13·49
Adi Maths (11-12)	£16·99
Adi Maths (12-13)	£16·99
Adi Maths (13-14)	£16·99
Funschool 3 (2-5)	£14·49
Funschool 3 (5-7)	£14·49
Funschool 3 (7+)	£14·49
Funschool 4 (2-5)	£16·49
Funschool 4 (5-7)	£16·49
Funschool 4 (7+)	£16·49
Merlin Maths (7-11)	£16·99
Mega Maths A level	£17·49
Micro English	£16·99
Micro French	£16·99
Micro German	£16·99
Micro Maths	£16·99
Micro Science	£16·99
Micro Spanish	£16·99

CD 32	PRICE
Akira	£19·99
Alfred Chicken	£17·99
Alien Breed 2	£18·99
Arabian Knights	£10·99
Arcade Pool	£9·99
Banshee	£19·99
Battlechess	£19·99
Battletoads	£15·99
Beneath a Steel Sky	£19·99
Bubba 'n' Stix	£17·99
Bubble and Squeak	£19·99
Cannonfodder	£19·99
Castles 2	£19·99
Chambers of Shaolin	£17·99
Chuck Rock	£10·99
D-Generation	£13·99
Dangerous Streets	£17·99
Darkseed	£19·99
Deepcare	£14·99
Dennis	£13·99

CD 32	PRICE
Donk	£19·99
Dragon Stone	£19·99
Elite 2	£18·99
Flimbos Quest	£9·99
Fuzzball	£9·99
Genesia	£19·99
Gulp	£19·99
Gunship 2000	£19·99
Heimdall 2	£20·99
Impossible Mission	£19·99
Inferno	£19·99
International Karate	£9·99
International Soccer	£19·99
Jambala	£17·99
James Pond 3	£18·99
John Barnes	£10·99
Jurassic Park	£19·99
Kick Off 3	£24·99
Kid Chaos	£16·99
Labyrinth	£16·99

CD 32	PRICE
Legacy of Sorosil	£17·99
Lemmings	£16·99
Liberation	£19·99
Lion Heart	£13·99
Litil Divil	£18·99
Liverpool Football	£19·99
Lost Vikings	£19·99
Lotus Trilogy	£17·99
Man United Premier Champs	£19·99
Microcosm	£29·99
Mighty Max	£16·99
Morph	£19·99
Nick Faldo	£21·99
Nigel Mansell	£14·99
No Second Prize	£13·99
Pinball Fantasies	£19·99
Psycho Killer	£19·99
Robocod	£13·99
Ryder Cup	£19·99

CD 32	PRICE
Seek and Destroy	£16·99
Sensible Soccer	£16·99
Sleepwalker	£10·99
Soccer Kid	£19·99
Summer Olympix	£12·99
Surf Ninjas	£19·99
T.F.X.	£19·99
Total Carnage	£19·99
Trivial Pursuit	£19·99
Trolls	£16·99
UFO	£19·99
Ultimate Body Blows	£19·99
Universe	£22·99
Uridium 2	£17·99
Wembley Int Soccer	£19·99
Whales Voyage	£19·99
Wild Cup Soccer	£19·99
Zool	£12·99
Zool 2	£17·99

ORDER FORM

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ ☐☐ / ☐☐

ACCESS/VISA CARD NO. EXPIRY DATE

PLEASE WRITE IN CAPITAL LETTERS

Please supply me with the following titles for computer________________

ITEM	PRICE
POSTAGE	
TOTAL	

SIGNATURE

DATE

NAME

ADDRESS

POSTCODE

TEL:

AMIGA POWER OCTOBER ISSUE 1994

***REMEMBER.
IF YOU CAN'T
SEE WHAT
YOU WANT
PLEASE PHONE
AND ASK!****

DELIVERY CHARGES

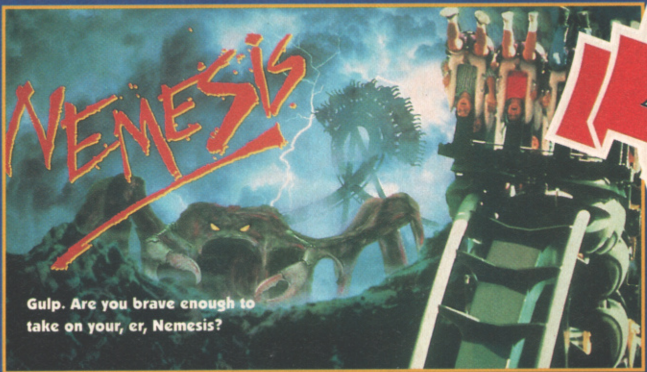
- ⇨ UK MAINLAND 2nd Class free
- ⇨ UK MAINLAND 1st class £1·50 per Item
- ⇨ EEC – £3 per item
- ⇨ NON EEC – £4·50 per item
- ⇨ PRICES INCLUDE VAT AND ARE SUBJECT TO CHANGE WITHOUT NOTICE. PLEASE NOTE SOME TITLES MAY NOT BE RELEASED AT THE TIME OF PRESS. ALL ITEMS SUBJECT TO AVAILABILITY. E & OE

WIN THE RIDE OF YOUR DREAMS!

THE WINNER GETS TO TAKE A PARTY OF TEN TO ALTON TOWERS – AND A COPY OF EMPIRE'S *DREAM WEB!* And five runners up get a pair of tickets to Alton Towers and a copy of *Dream Web!*

Louis's Flat
EXIT

He's obviously dreaming of a trip to Alton Towers.



Gulp. Are you brave enough to take on your, er, Nemesis?

RULES

1. Employees of Future Publishing and Empire who try to enter will be given many a sleepless night.
2. The competition goes to bed on 31st October 1994. (Publishing joke.)
3. The editor's decision is final.

There are two sorts of dreams. There are the ones you have when you're asleep – the sort currently under threat from from the forces of evil (if the architects of Empire's new game *Dream Web* are to be believed). And there are the ones where you imagine yourself doing something more exciting and more worthy than you are now – for example, being subjected to in excess of four times the force of gravity while hanging upside down at the bottom of a 30-metre-deep chasm. And that's just what the winners of our competition will be able to do when they visit Alton Towers for free and meet their Nemesis on the brand new ride of the same name.

NO, YOU'RE NOT DREAMING

It really is true. Our first prize winner will be able to take nine (9!) chums to Alton Towers and get in for free, taking home a copy of *Dream Web* as a souvenir. And the five runners up will each get a pair of tickets to Alton Towers and a copy of *Dream Web*. The only thing is, Alton Towers will be starting to shut down for the winter by the closing date, so you'll probably want to wait until next March before using your tickets. You know it makes sense.

BUT!

But, to stand a chance of winning, you'll first have to match ten famous movie dream sequences with their films. You know – 1 d, 2 f and so on (or whatever). Write the answers on the back of a postcard and send it to:

Dream on Sunshine,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW,
to reach us by 31st October 1994.

THE DREAM SEQUENCES

1 Michael Caine, in a nightshirt, dies at the hands of a skeleton, and is mourned by a frog, a pig and a bear.

2 Our hero marries his childhood sweetheart, settles down and lives happily ever after – but then wakes up to find himself nailed to a cross.

3 A woman watches the world being obliterated in a vast nuclear explosion. But – phew – it was only a dream.

4 Our hero dreams he's a famous fashion designer, then wakes up to discover he's actually an ordinary man – and is inexplicably disappointed by this.

5 A unicorn gallops across the screen, proving that Harrison Ford is a robot.

6 A mineworker discovers he's actually a spy. Or is he? Or *is* he? Or IS he? OR IS HE? *OR IS HE?* Etc.

7 A young girl is approached by several strangely-dressed men, who help her to kill a pair of old ladies.

8 An animated soft toy hallucinates about singing sweet-toothed monsters who are coming to get him.

9 Accosted by a woodland creature, our heroine survives, against all the odds, a terrible fall and goes on to overthrow the monarchy.

10 Following the dramatic rescue of a small orphaned deer about to be carried over a waterfall, Ken presents the animal to Eileen and wins her affection. But – oh no – he awakes to find himself severely injured at the foot of the waterfall from his dream. The rescue has in fact failed.

THE FILMS

a) Alice in Wonderland
b) The Muppet Christmas Carol
c) Terminator 2
d) Total Recall
e) The Secret Life of Walter Mitty
f) Canoe Squad (the feature-length pilot episode)
g) Wizard of Oz
h) Winnie the Pooh and the Blustery Day
i) Blade Runner
j) The Last Temptation of Christ

RESISTANC

Here are three reasons why you'll find a subscription to **AMIGA POWER** impossible to refuse:

1 YOU'LL SAVE MONEY!

£39.95

secures you a twelve-month supply of the world's best-selling Amiga games magazine. That's a saving of over £7 on the price you'd pay at the newsagent, and means you're guaranteed a copy delivered to your door every month – with no possibility of a 'sold out' disaster. And! Each issue comes with a special letter from the editor, letting you in on secrets ordinary readers can never know.

AMIGA POWER
PUTTY TRAINED...
AND READY FOR ACTION!
PUTTY SQUAD
MINE RUNNER
EMPIRE SOCCER
STAY COOL
VIRTUAL RACING!
TO THE DEATH!
THIS IS IT!
CANNON FODDER
SUPER SPACE INVADERS
THE ALL-TIME TOP 100
FODDER 2

YES! I'd like to subscribe to **AMIGA POWER**

Indicate as appropriate

Please send me the following free game ☐ ***CANNON FODDER*** ☐ ***MORTAL KOMBAT*** ☐ ***ZOOL 2***

Cost of a year's subscription:

☐ **UK £39.95** ☐ **UK by Direct Debit £37.95**
☐ **EUROPE £67.80** ☐ **REST OF THE WORLD £96.85**

NB: So that you receive your magazines quickly and undamaged, overseas subs are sent Air Mail. EC customers registered for VAT, please quote your VAT registration number.

METHOD OF PAYMENT *(please make cheques payable to* ***Future Publishing Ltd****)*

☐ **DIRECT DEBIT (please complete Direct Debit form)**
☐ **CHEQUE** ☐ ☐ **Expiry date** ____________

Card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Signature ____________
Name ____________
Address ____________
____
____________ Post Code ____________
Telephone No ____________

Please tick here if you do not wish to receive direct mail from other companies ☐

Send this coupon (or a photocopy), together with your cheque if applicable to:
AMIGA POWER SUBSCRIPTIONS, FREEPOST (BS4900),
SOMERTON TA11 6BR
THIS COUPON IS VALID UNTIL 31 OCTOBER 1994 **AP/MAG/1094**

CE IS FUTILE!

2 YOU CAN CHOOSE ONE OF THESE GREAT GAMES COMPLETELY FREE!

CANNON FODDER AP RATED 94%

"More important to me than eating, sleeping or any other bodily function... I just can't find anything wrong with this game... Oh, just go and buy the flipping thing."

– Cam Winstanley, AMIGA POWER issue 32

MORTAL KOMBAT AP RATED 86%

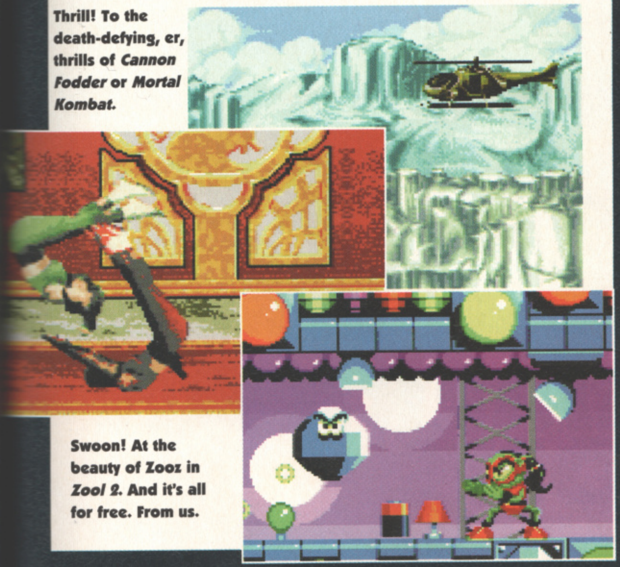
"Incredibly solid and meaty thumps and crunches that really make it feel like you're inflicting some damage... deeply satisfying in play... the Amiga's best beat-'em-up to date."

– Stuart Campbell, AMIGA POWER issue 33

ZOOL 2 AP RATED 86%

"Fast, colourful graphics... You should see Zooz spin and swan dive and float, she's beautiful... if you're looking for one stonking platformer, with all the trimmings, then look no further..."

– Steve McGill, AMIGA POWER issue 33

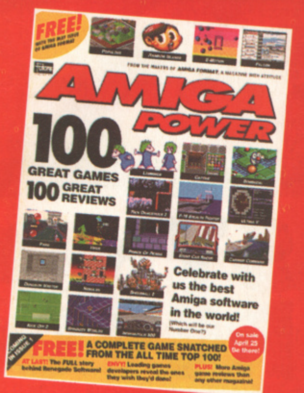


Thrill! To the death-defying, er, thrills of *Cannon Fodder* or *Mortal Kombat*.

Swoon! At the beauty of Zooz in *Zool 2*. And it's all for free. From us.

3 WE'LL SEND YOU A FREE COPY OF AMIGA POWER ISSUE ZERO!

Er, yes. As an extra, nostalgia-tinged bonus, we've had a limited number of AMIGA POWER issue Zeros specially reprinted, and we'll give a free copy to everyone who subscribes. An essential part of any collection, AP0 was kind of a prototype for AMIGA POWER, and contains our first ever All-Time Top 100. It really did bring a tear to our eye when we suddenly discovered a huge pile of them lying in the corner of our warehouse. Oh no. What a giveaway.


FREE!
AMIGA POWER
100 GREAT GAMES
100 GREAT REVIEWS
Celebrate with us the best Amiga software in the world!
FREE! A COMPLETE GAME SNATCHED FROM THE ALL TIME TOP 100!

PLUS!

Pay for your subscription the easy way, using Direct Debit, and you'll save a further £2! Please note that you will pay the full annual amount (£37.95) at once. But the advantage is that each issue will only cost you, er, *[counts on fingers]* £3.16¼. And that's cheap. ➔

AMIGA POWER DIRECT DEBIT FORM originator's ID:930763

This form instructs your bank or building society to make payments direct from your account. Please complete all five items and send it to us as directed.

(Banks and building societies may refuse to accept instructions to pay direct debits from some types of accounts)

1. Full address of your branch

To: The Manager

.... **bank/building society**

....

....

....

2. Account number: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

3. Sort code: ☐☐ ☐☐ ☐☐

4. Account in name of:

____

Instructions to bank/building society:

I instruct you to pay direct debits from my account at the request of Future Publishing Ltd

The amounts are variable and may be debited on various dates. I understand that Future Publishing Ltd may change the amounts and dates only after giving me prior notice

I will inform you in writing if I wish to cancel this instruction

I understand that if any direct debit is paid which breaks the terms of this instruction, you will make a refund

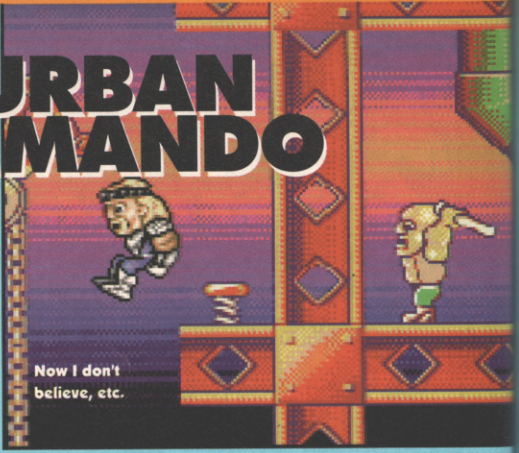
5. Signed______________________________

Date______________________________

COMPLETE CONTROL

They've donated their brains for computer game research. They're knocking on the door of Silicon Heaven. There may be more to life than computer games, but as only those who have had the insight, patience and skill to investigate will appreciate, there is more to many a computer game than meets the eye. Rich Pelley reports...

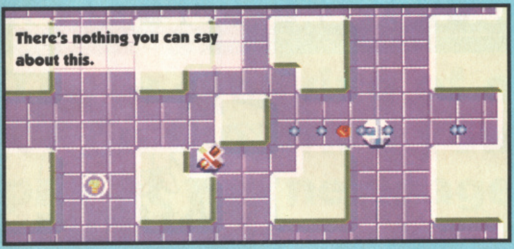
SUBURBAN COMMANDO


Now I don't believe, etc.

(Alternative)
The game featuring Hulk Hogan, surely the man with the second most ridiculous moustache to ever grace the upper-lip of a human being (Nigel Mansell's coming a close third, with the title left open for Jonathan Davies on the day he decides to grow one), *Suburban Commando* was concluded by one of our reviewers to be ideal budget fodder – in other words, not worth the cash, but worth a few plays if it was put onto a budget label. What our reviewer completely failed to include, of course, was any reference to Hulk's tache – how he ever gets it through customs is a mystery to me. I mean there are handlebar moustaches, and there are handlebar moustaches, but you could practically win the Tour de France with his.

There was very little talk of level codes during the review either, so here some are, courtesy of one of those infamous readers whose name has become detached from its letter.

Level two – PIXEDXE
Level three – THOMAS
Level four – POSTMAN PAT


There's nothing you can say about this.

TANKS 'N' STUFF

(AP40 coverdisk)
On the PD demo of *Tanks 'n' Stuff*, which came free sellotaped to the cover of issue 40, pause the game and press 'N'. You will have found a mysterious hidden game!

Tasar Rashid of Luton let us know about that one, and threatens that if we don't print his letter, he'll go out and buy an IBM PC. Which isn't really that foreboding, is it Tasar? Threatening to cancel your subscription, come round, torch the AP office and brutally murder our immediate families is a threat. Buying yourself a new computer, is not.

You want to waste your money? You go right ahead my boy.

SYNDICATE – AMERICAN REVOLT MISSIONS

(Bullfrog/ Future Publishing)
Due to a bizarre set of circumstances, there was no way of getting your hands on the Mission Disk to Bullfrog's excellent *Syndicate* until our sister (and now just round the corner) magazine, Amiga Format decided to publish it themselves. If you want more info give AF a bell, or if you simply want to order a copy send a cheque for £12.99 (made payable to FUTURE PUBLISHING LTD) to *Syndicate* Mission Disk, FREEPOST, Cary Court, Somerton, Somerset TA11 7BR. You will of course need the original *Syndicate* (available from Electronic Arts), but if you've already got one then don't forget to try out the exclusive mission on the front of AP38.

If it's tips you're after, then we've featured a whole host of stuff for the original *Syndicate* in issues 30, 31 and 33, and following you'll find some weapon and mission advice for the Revolt missions (from Russel Bagley of Halifax. Cheers, Russel – have a prize). You'll need to buy next month's issue for the conclusion, although if you can't wait there's always the (cough) Future Publishing Official *Syndicate* Playing Guide featuring all-new tips and strategies and a walkthrough of every mission of the original and the mission disk, available for £14.95 from the same address as the disk.

And finally, if anyone would like to buy a 'W' registration mark four Ford Cortina, with eight months MOT and 77 thousand miles on the clock, there's a man down my road trying to sell one.

THE WEAPONS

MINI-GUNS: Plenty of ammo and a half decent range make this a weapon that you really shouldn't be without.

GAUSS-GUN: Long range, enormous power, but severely limited in ammo. If a rocket isn't point-on then it won't damage your target, although the flames left by the explosion will set fire to anyone stupid enough to walk into them – it's almost worth sending in a rocket if, say, there are lots of agents coming down an alley. As an assassination weapon, the Gauss-gun is essential because it is powerful enough to kill people through walls.

LASER: The longest range, but if your target pointer doesn't glow red then don't expect the shot to be accurate.

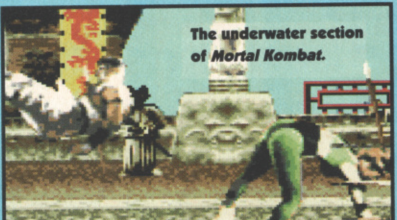
LONG RANGE RIFLE: Range? – Long. Ammo? – Plenty. But power? – not nearly enough. It's only real use is for stopping cars, or, in delicate situations (such as when you have to avoid killing

Aaah, flames, destruction, mayhem. Everything's right with the world.

10 PAGES OF INVALUABLE PLAYING TIPS START HERE

HEIMDALL 2 69
IMPOSSIBLE MISSION 66-68
LAST RESORT 70-71
MORTAL COMBAT 65
SUBURBAN COMMANDO 64
TANKS 'N' STUFF 64
SYNDICATE – AMERICAN REVOLT MISSIONS 64

MORTAL KOMBAT


The underwater section of *Mortal Kombat.*

(Virgin)
Lots of exciting things happened in issue 35. On page 13 in AMIGA POWER Recommends, we accidentally missed out a full stop – it was supposed to come inside the second bracketed sentence of the fourth paragraph, but we forgot. The shame. Then on page 43 we gave *Dangerous Streets* three, reducing our all time lowest score (previously held by *International Rugby Challenge*) by a percent, the sales of CD32s by a significant number of units (this was the free game supposedly showing you what great things your machine was capable of) and Flair (the programmers) to tears.

There was a feature on serial-linking, *Innocent Until Caught* on the cover, part one of our guide to *Cannon Fodder*, and lots of tips on *Mortal Kombat*, which is where Dominic Conneally from London comes in.

We've printed some cheats since issue 35, including one in the Last Resort which you might have missed (type in all the letters from A to U three times to be presented with a cheat mode where you can turn off Raiden's Body electricity, fight Reptile and lots of other stuff), but Dominic advises simply typing CATHULU. He's also included some corrections to the advice given in issue 35, hopefully to clear up any confusion that may have been caused.

To make Reptile appear, for one, you must win a double flawless fatality at the pit without blocking during the fight. Remember that you can just hold punch to block which can be particularly useful when trying to get Reptile to appear. Lui Kangs Death move is Down, Away, Up, Towards, Down, Away, Up, Towards and Fire – ie rotating the joystick twice in a circle and pressing Fire, whereas Sonya's Death move is Towards, Towards, Away, Away and Fire.

And most importantly, Dominic's decided to let us have some alternative playing advice as well – put this along side what we've previously told you (for playing as characters) and use it wisely to kombat your way to victory:

RAYDEN: His long legs are his strength. Flying kicks have a very good reach. Try a teleport when your opponent throws something at you, and torpedo him from behind.

LIU KANG: His supersonic kick is good for getting out of corners.

SCORPION: His Death move is particularly effective, but once the computer learns to block your combination of rope-uppercut and flying kick, things start to get tricky. Try to stay near the centre of the kombat zone so that you can always teleport out of trouble, and try to harpoon Rayden whenever you knock him down.

Goro – I didn't say he was stupid.

SUB ZERO: Not many special moves, so practice fighting without until you are good enough to hold your own against anybody, then the icefire can be dropped into any bout at the perfect moment, tipping the balance completely in your favour.

JOHNNY CAGE: Another character with a particularly lethal flying kick, but unlike Raiden his flying punch is good too. Leg sweeping the computer opponent often causes them to jump, leaving them wide open for a 'package check'.

SONYA: Speed is the key. Continue flying around to confuse your foe, then smash them in the head with a leg toss.

KANO: His uppercut's reach is more useful then you may be led to believe – back an opponent into a corner and all sorts of damage is possible.

GORO: If you just keep doing backward jumpkicks then he'll walk right into them. 'cos he's thick, I guess.

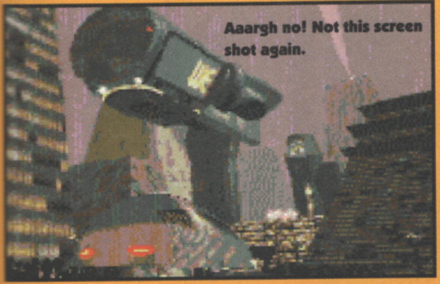
CYBERPUNKS

(Core)
Cyberpunks? "Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game. 70 percent." Oh, that *Cyberpunks. (And that introduction. – Ed).* Here's some stuff from Jonathan Cowley of Leicester.

Level two – 471174
Level three – 159361
Level four – 066990
Level five – 135642
End Sequence – 297797

Also, by pressing 'R', 'G' and 'B' simultaneously with Fire and the left mouse button, the screen should flash to enable the following:

F1 to F5 – select a mission
1 to 4 – select a deck
A – use auto sentry
S – use party shield
D – use droid unit
Z, X and C – test weapons


Aaargh no! Not this screen shot again.

someone in a Persuade mission), for only inflicting minimum damage on a target. Remember that the time bombs can be set from a distance.

ENERGY SHIELDS: Useless when under attack by laser or Gauss-gun wielding enemies, but as police are not usually armed with such heavy weaponry, you should carry at least one per agent.

FLAMER: Cheap, tons of ammo and no one can survive a blast (except you). One or two in the group ought to do it.

AVOIDING ROCKETS: This is the best tactic to employ when faced with exceptionally heavily armed agents or guards. You should be able to hear the sound of Gauss-guns being fired, and so if you know where the enemy is lurking then you can move in accordingly. For instance if the projectile is coming in from the North, then move East or West (or if you are in group mode, click in the middle of your agents to scatter), and with luck the rocket will fly straight past you and provided the explosion isn't too close, you're safe.

THE MISSIONS
VENEZUELA
Be wary of the agents standing by the police car with with Gauss-guns. There are over fifty agents to contend with on this level, so don't forget to pack plenty of lead, lights and rockets.

If your energy gets low, head for a building, reduce IPA levels to a minimum and watch the scanner.

PERU
Head west and take the north road as far as it goes. If the train is coming, go up the ramp and jump in. You'll have some guards to deal with, and they have Gauss-guns. If you still cannot complete the mission then next time you start, engage the enemy to the sheltered blocks to the east before making to the train. It may have been destroyed by then, of course, in which case walk along the tracks.

COLOMBIA
Equip each agent with a Gauss-gun and a couple of shields so that you can clear the agents to the south in order to reach the east entrance to the north section. The guards will move from their positions. A Gauss-gun rocket ought to see most of them off, then head for the car to the far east of the city and take it through the door. Sweep the area, kill everybody off, and fire any rockets you have left into the target's house. He won't be pleased, so wait for him to come out and blast him with a Mini-gun.

ALASKA
Arm up with lasers. Move to the top levels and send agents one and two to the front car gate (lasering down the police cars and then lowering their intelligence), and three and four to the foot entrance. Once the Inspector is inside, agents one and two's intelligence can be increased.

NORTH WEST TERRITORIES
Have about three energy shields per agent. Activate shields and run straight through to the bridge and up to the Hit-man's house. Use Gauss-guns (or alternatively drop a time bomb inside). If you now lower your intelligence and move to the trees for the temporary protection the target should die (he may be on fire, of course...) before anybody is close enough to come in for the attack. remember, if someone is screaming, then they're still alive.

NORTH EAST TERRITORIES
Wait a moment and a car will drive in. Blow it up (it's full of guards), nick the police car and drive it just outside (so that the guy you are protecting can't get out) and jump out yourself. Make sure that no one it able to get close. Stay here and wait for the police car full of enemy scum, and let them have it with a laser. Destroy any remaining enemy agents, guards, police or anything else you find that moves. Move your police car and jump in your protection target's. He'll get out to see what all the fuss is about (his wife seems to have turned up too...), so just wait for him to get on with it.

DON'T FORGET

We have over 54 thousand readers a month, and it's less than 54 of you who write into this bit of Complete Control every issue. So that's one in a thousand, or 0.1 percent, which isn't very impressive, really. So come on, you might even get a prize in addition to the warn glow of helping your fellow man and getting your name in print. The address? Good thing you reminded me.

Complete Control,
AMIGA POWER,
30 Momouth Street,
Bath BA1 2BW

IMPOSSIBLE M

With our help, it's not that impossible you know

Right, there're a couple of ways we can approach this; we can either be frightfully adult and map the whole game and do all the usual tips (which would probably end up as a 300-page fold-out poster tip book on the front cover, and take about three years to compile) or we can just give you all the cheats and tips we could find and some general playing tips that would fit nicely over the next three pages and then let you complete the game if you want. Yeah, that sounds about right.

GENERAL TIPS

As you'll no doubt be aware the levels in the game are MASSIVE, even early on, and the circuit pieces are also spread about the place very evenly. This means searching through the whole of the level, and that takes time, of which you've got plenty, as long as you don't get killed. And to avoid getting killed you've got to go down the long and dangerous road known as power-up collecting. You'll need weapons to destroy some of the droids and don't forget that ever-fabulous and very-useful jet-pac in order to reach those inaccessible places that could hold that vital last circuit piece.

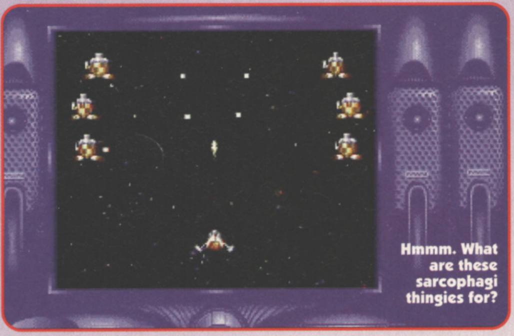
Thankfully there's more than one way to collect power-ups – you could search all over the place and find them, but that would take ages and be too tedious. Instead, simply use the two sub-game terminals. Now you all know that they give you prizes if you win, but did you know that if you keep on winning at the same terminal, the choice of power-ups opens up to you, allowing you to get more than one of those elusive jet-pacs. You'll need to play it about six or seven times to get hold of the jet-pac, but believe me, it's worth it.

Playing the game does take time, but not as much as the three minutes you lose every time you die and once you've got a few jet-pacs dying should be less of a problem. Probably. Don't forget though, that as you go through the levels, the sub-games get harder and harder, so Be Prepared (as they say in the Scouts).

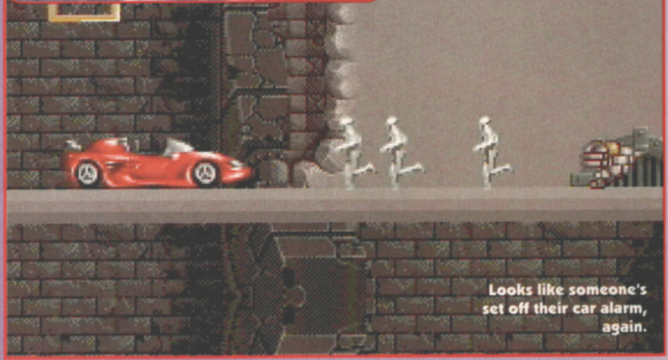
THE LEVELS

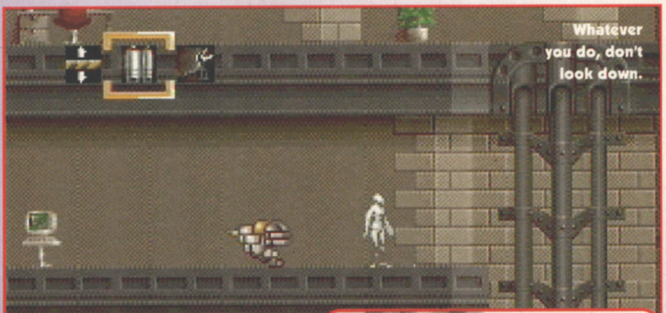
Right, so you've read the tips on avoiding the robots, you've read the tips on collecting the power-ups – that means you're now ready for the level.

Right, off you go, collect all the nine pieces of circuit board, find the Circuit Board Configuration terminal and then find the exit lift. What? Sorry, did you say, 'can't'? Oh yeah, it would be nice if I told you a bit about each level and the various differences between each one, wouldn't it? Okay, here you go then.


Hmmm. What are these sarcophagi thingies for?

First, find a space...

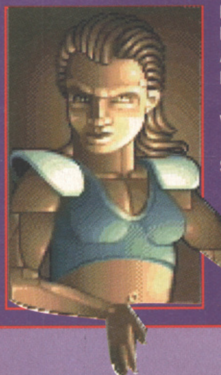

Looks like someone's set off their car alarm, again.


Whatever you do, don't look down.

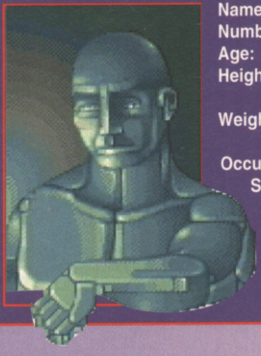
Is that a fly-splat on the wall?

ALL THE YOUNG DUDES (WELL, THESE THREE ANYWAY)

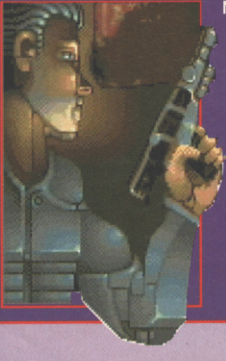
Three characters, and practically no differences between them. Well, obviously there are some differences (for one, Ram is made of some sort of alloy), but in the game they are basically the same. So if you like playing as a woman, a bloke or even if you want to live out a fantasy as a robot, then take your pick because it doesn't really matter that much.



Name: Tasha
Number: XA4553HT
Age: 21
Height: 5ft 11 ins (1.80M)
Weight: 154lbs (70.00kg)
Special Skill: International Augmental-Gymnast

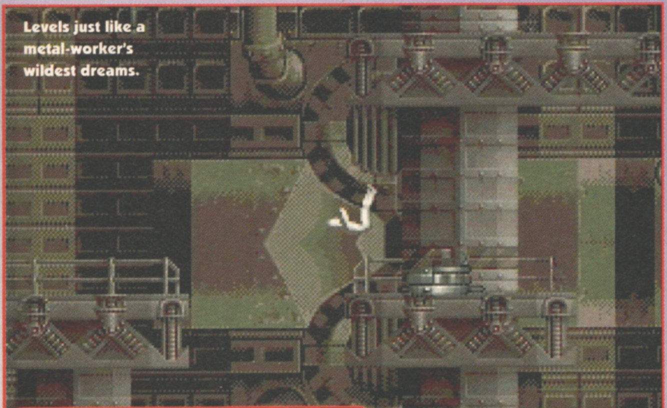


Name: Ram-2
Number: XR2297GF
Age: 2.3
Height: 6ft 7 ins (2.2M)
Weight: 1960lbs (890.9kg)
Occupation: Special Operations



Name: Felix
Number: X01153KL
Age: 32
Height: 6ft 3 ins (1.9M)
Weight: 210lbs (95.45kg)
Occupation: Riot Ranger (Retired)

MISSION 2025



Levels just like a metal-worker's wildest dreams.

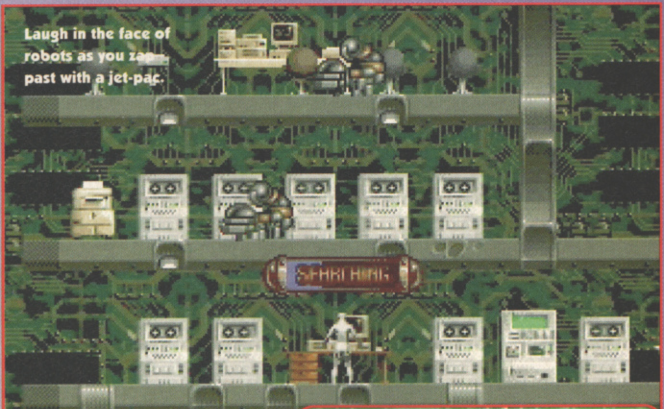
Chemical interaction.

LEVEL 1 – CAR PARK

Each level, apart from the final all guns blasting confrontation one with Elvin, is split into three subsections. But because this is only the first level, don't expect too many problems negotiating the Car Park; simply use it as a chance to practise stunt jumping over a few robots. It'll stand you in good stead for later on... So don't say I didn't warn you. The third and final subsection at this level though is very large indeed so you'd be wise to plan ahead and try to get hold of a couple of jet-pacs in order to get everywhere you'll need to go.

LEVEL 2 – OFFICE SECTION

Now things are are starting to get a bit tough, and in a somewhat panicky state you might start thinking that the level seems to be stuck in 'stupidly large' mode and that there are more than enough (too many) maintenance droids and other robots to watch out for and there are loads of items to seek out, most of them with nothing in 'em. Well, you could be right. There are also loads of lifts to negotiate, so having a few Universal Lift Resets and Power Magnets handy is definitely the order of the day on these levels.

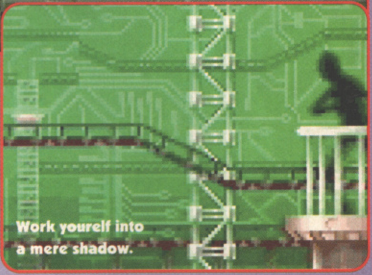


Laugh in the face of robots as you zap past with a jet-pac.

LEVEL 3 – INDUSTRIAL SECTION

Now things really start getting ugly, with these large, metallic and very dangerous levels. Once you've got hold of a jet-pac it's a good idea to fly around and take out a few things with your laser (keep a really close eye on your fuel level though – it's highly naff to plummet out of the sky just because you've forgotten to tank up...). Taking out the opposition now will give you the chance to fly around later in search of those circuit pieces you need.

All three levels will definitely take lots of practice to get past, but once you've found out where most of the circuit pieces are located you should be able to progress quite quickly.

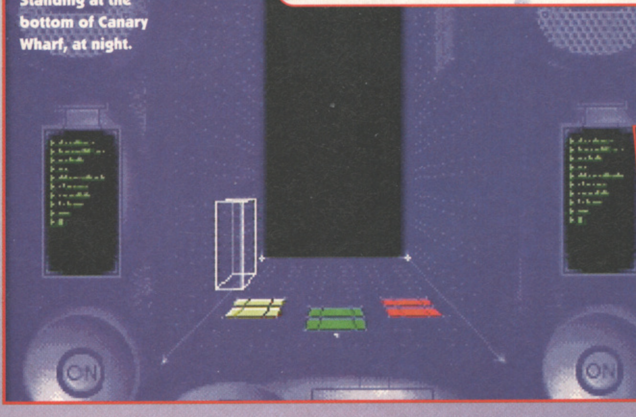


Work yourself into a mere shadow.

LEVEL 4 – COMPUTER SECTION

Phew! Just how big can these levels get? Not much bigger surely! Anyway, these levels are generally very sparse with several sections bursting with things to search through and there're always a few droids waiting for you to jump on to their platform. You're going to have to time your

Dig the groovy strobe lighting, man.



Standing at the bottom of Canary Wharf, at night.

CHEAT PASSWORDS

All the following passwords see you playing as Ram (the robot) and the reason they are cheat passwords is because they give you an enormous amount of time to finish each level and very little time on the clock already, though I'm not sure whether that's of any benefit really. Anyway, here're the codes...

Level 1: Car Park
ROCKYI, ROCKYV, ROCKYX

Level 2: Office Section
CHAIRI, CHAIRV, CHAIRX

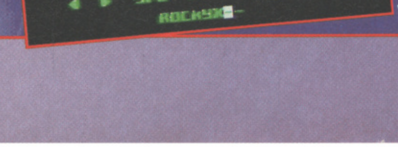
Level 3: Industrial Section
ROBBYI, ROBBYV, ROBBYX

Level 4: Computer Section
MICROI, MICROV, MICROX

Level 5: Construction Zone
FINALI, FINALV, FINALX

Level 5: Elvin's Pad
EMPTYI,

You may notice there are two level fives, don't ask us why, just take our word for it, okay? Right, now get on with the rest of these tips...



IMPOSSIBLE MISSION 2025
THE SPECIAL EDITION
PLEASE ENTER PASSWORD
A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z
◄ ► SPC DEL END
ROCKYX–

THE BEST OF THE POWER-UPS

Although all the power-ups are useful, there are really only a few that you should consider using or collecting from the sub-games. And these are the ones we recommend you get your hands on:

Jet-Pacs – Obviously these are the most important power-up. So get more than one if you can and don't forget you can fire a laser when you're in the air.

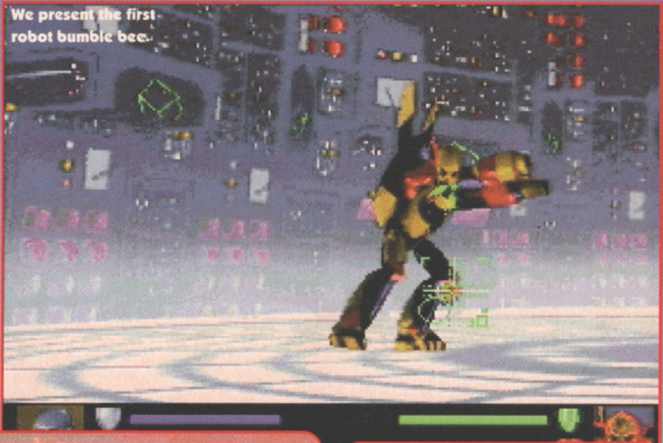
Cloaking Device – Useful when you need to search a lot of things, and that particular section is blocked by several droids. Limited use though.

Needle Gun – This will take out some droids but not others, and it only works in a short range, so use it carefully.

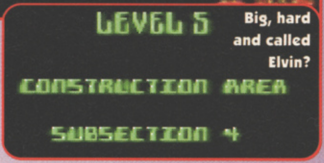
Power Search – If you can get hold of a few of these, and use them with the Cloaking Device, your life is going to be a lot simpler.

Auto Solve – Don't bother solving the puzzles, just get hold of one of these, use it straight away and then when you collect all the circuit pieces walk up to the Circuit Board Terminal then sit back and watch the fun.

The other power-ups are handy, but we reckon that with a stack of the above-mentioned little beauties you really don't need the rest and should progress through the game pretty hassle-free.



We present the first robot bumble bee.



LEVEL 5
CONSTRUCTION AREA
SUBSECTION 4

Big, hard and called Elvin?

Wow, it's just like an ice-cream sundae, with nuts.

jumps to perfection, be quick in getting out of trouble and, most important of all, take your time on the levels. You'll also need to have got used to a new technique: running and jumping off moving platforms. And there are plenty of them around as well.

LEVEL 5 – CONSTRUCTION ZONE

Right, this is the last set of normal levels and if you've got this far then nothing is going to stop you now. Everything you have sampled so far in the game is thrown in on the last level: massive levels, loads of items to hunt for, loads of platforms (both moving and stationary ones) and well, basically loads of everything. Still, if you've got this far you should now be able to handle all of these problems. And then you can face the might of the fearsome (and wierdly named) Elvin Atombender...

LEVEL 5 – ER, ELVIN'S PAD(?)

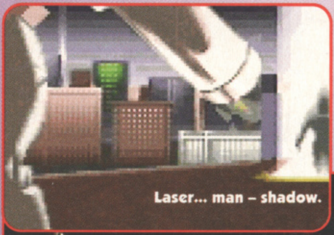
You've made it through to the end, and now all that stands between you and victory is Elvin himself and a very pitiful one-screen *Operation Wolf*-type level. You've got a shield and a gun, now simply fire the gun at Elvin when he's not using his shield and use yours when he's firing at you. Of course the shield doesn't last very long at all, so be careful.

A couple of cracks at this (at the most) and you will have completed the game and saved the world - hoorah! And thank god that's all over, as I've got to out tonight and it's already 7.30pm...

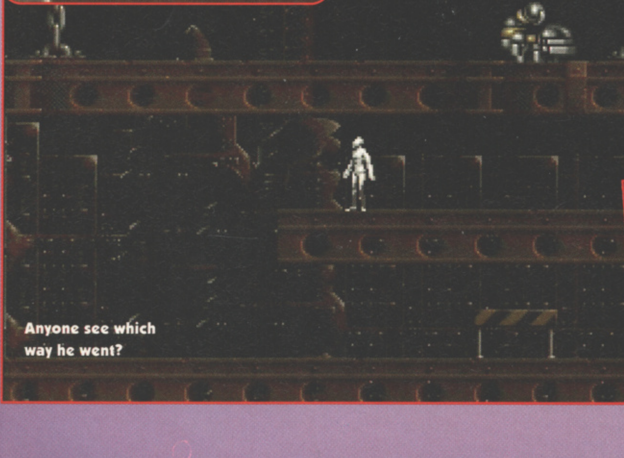
● ***PAUL MELLERICK***

Congratulations
MISSION POSSIBLE!

You'll feel choked when you finish the mission. It's lovely.



Laser... man – shadow.



Anyone see which way he went?

GENERAL – AVOIDING TACTICS

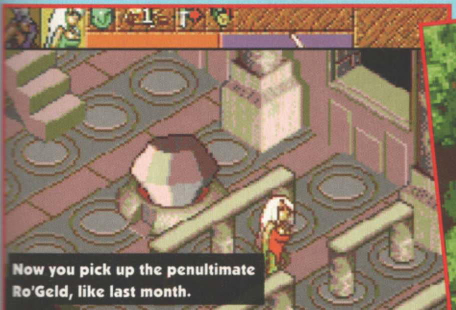
You could spend all your time collecting power-ups that will enable you to finish the level, and you could also arm yourself with loads of weapons to attack the various droids, but ultimately you shouldn't have to (and you should save the items you're carrying for something more important). For a start you've got the Cloaking Device which will stop you getting attacked and let you search without drawing attention to yourself, but this is best saved for desperate situations where there is a lot of searching to be done as it's only a temporary thing. And then there's the Holo Disguise which turns you into a hulking great robot which unfortunately can't jump and can't search. Again this will only last for a short time.

This leaves you with only one real means of avoiding the robots and that's the somersault. Everything in the game can be avoided by jumping over it and thanks to the control system you can jump continually by holding the button down and even jump back to where you started by holding the pad in the opposite direction before you hit the ground. It does take a lot of practice but if you're acrobatic enough you should be able to get out of most situations. Don't forget though that some robots move faster than others and you won't be able to run away from all of them, so try using a bit of strategy as well to get yourself out of trouble.

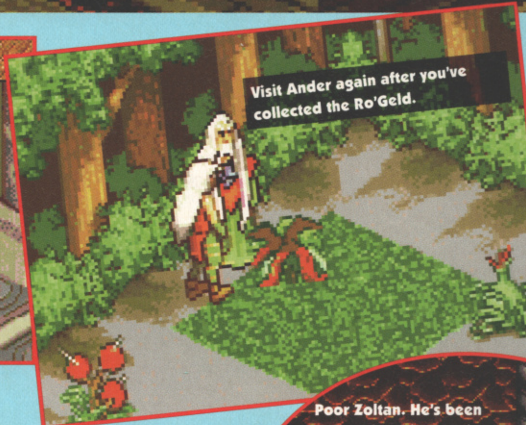
Er, shower break time...

HEIMDALL 2 PART 3

The final chapter of the gripping epic will have your buttocks clinging to the edge of your chair.

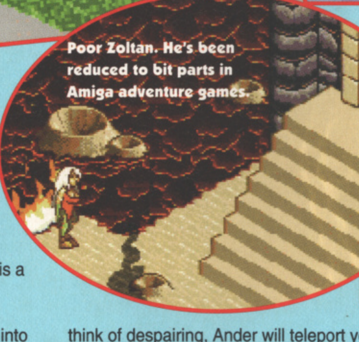


Now you pick up the penultimate Ro'Geld, like last month.

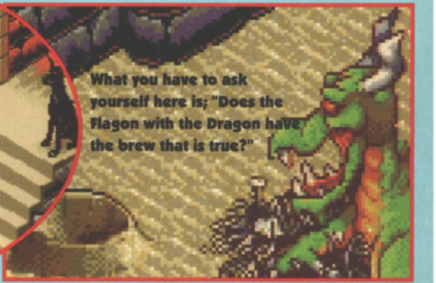


Visit Ander again after you've collected the Ro'Geld.

This brings a whole new perspective to playing in the bath.



Poor Zoltan. He's been reduced to bit parts in Amiga adventure games.



What you have to ask yourself here is; "Does the Flagon with the Dragon have the brew that is true?"

Welcome back to the ultimate chapter of the unfolding *Heimdall 2* saga. By now you'll have battled through numerous disk swaps, enduring memory that disappears for some godforsaken reason and an installation routine that beggars belief. But hey, isn't that part of the fun of playing isometric adventure games in the first place?

No, it is not. Oh. Okay, let's hit the trail then from where we stepped off it for a break last month.

By now, you should have been transported on the back of a turtle. You should also have found the fire sprite and he'll have teleported you back to the Hall of the Worlds.

In case my instructions were confusing last month, travel to the lower Hall of Worlds and use the new exit available to you. You should see a fire boat. Step onto this boat and you'll be transported over to Nifl'Heiml.

Once there, you'll see an evil looking dog guarding an entrance. Ignore him for the time being. Go to the right of the screen and pick up all of the dragon's teeth that are scattered around. Walk up the stairs past the dog. Ignore his comments, he's just a bully. Walk up the stairs on the left of the screen. Don't bother fighting the creature in this room, he resurrects almost as quickly as you kill him.

You are now in Loki's daughter's room. Admire her beauty and ignore her comments. Go to the right of the screen beside her. There is a secret door right here. Activate it by pressing the area.

Go into the room. Fire an arrow into each of the mouths. A door will appear. Walk through the door and place a dragon's tooth on each of the red circles. Separate the teeth by picking them up with the left mouse button and then clicking on the right.

Tip-toe past the dragon's head and exit the room. Tool yourself up with some shield spells and some lightning or whatever you fancy. You're in for a hell of a fight with a Chief Hakrat. It may even be worth saving the game before you enter into this fight.

Once dispatched, make your way into Loki's room. You will be teleported into Baldur's room at this point. Before you can even think of despairing, Ander will teleport you to the world of Sho Ker'Yn.

Traverse your way over the tiles. Just in case you haven't, save the game again. As soon as you have completed the tiles, get ready for combat and kill the double Heimdall and Ursha.

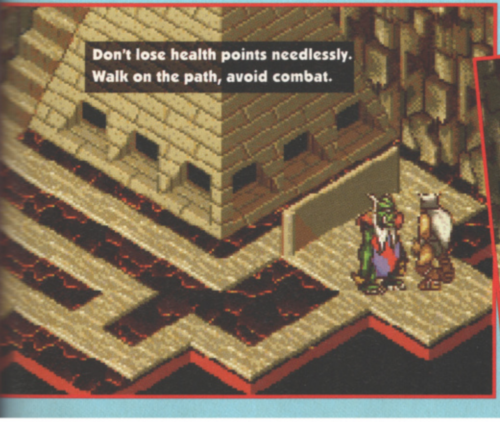
Walk through the gate and enter the room you find there. Hurrah, you've found another piece of Ro'Geld. To obtain it though, you've got to turn around so that the shadow character in the room faces the Ro'Geld. Press fire.

Leave this section and into the room where you will find a Dakta. Kill the Dakta and cut the rope on the wall. Walk across the wood plank into Ashok's room. Okay, you can't see Ashok, so you have to throw the Ro'Geld at him. Have a good laugh at what happens.

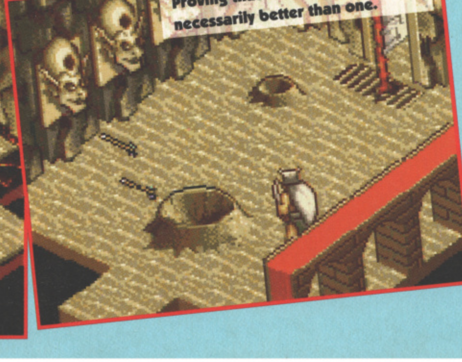
I'm not going to ruin the next bit for you. No, really. Good idea to save the game before you go into the next room though. Enter the room and prepare for the final showdown with Loki. And hey, that's all there is to it.

So for the final credits, I'd like to apologise profusely to Steve Faragher for my apparent indolence. It wasn't deliberate. Honest guv.

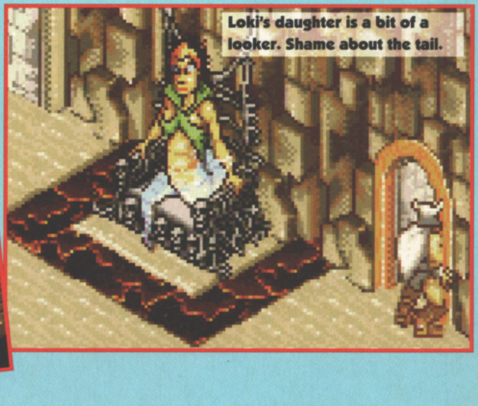
● ***STEVE McGILL***



Don't lose health points needlessly. Walk on the path, avoid combat.



Proving that three heads aren't necessarily better than one.



Loki's daughter is a bit of a looker. Shame about the tail.

CHEESED OFF?

Then you might just need...

THE LAST RESORT

with Rich Pelley

Everybody's gone surfing, surfing USA. Except Rich Pelley, of course, who's still here waiting to cook up some more gameplaying injunctions in his magic wok.

You're ugly. You're fat. No one likes you. You're too thin. You're never going to pass your exams. Every one thinks you're weird. Your ears stick out. No one ever fancies you. Your hair looks stupid. You're too short. Your job is pointless. Your girlfriend is two-timing you. You smell. Life can be paranoid and insecure enough without having your Amiga rubbing salt into the wound every time you switch it on. Which was what we thought when The Last Resort was conceived. "Let's create a page," someone suggested, "where you can write in when you get stuck." "And we can get Rich Pelley to do it." But why don't I ever get any games to review, I want to know. And why do the team laugh at me every time I go into the office? And never invite me out?

FRONTIER

Q "My overall crapness is really putting the name of *Frontier* players to shame. Can you give me any advice?"
Sam Wall, Oldham

A Heard of the Wormhole Cheat, with which you can get to anywhere in the galaxy with a single load of fuel? It relies on the fact that, after 655.35 light years, the computer loses track of the distance between the current and selected system and warps the range back down to zero.

So, practically speaking, all you have to do to get from, say, Sol to Achenar is to pick a third system that forms a triangle with these two so that the distance from both is a light year or two over 655.35 (81.92 sectors on the map) and use that as a stopping-off point.

You will, of course, need a basic know how of trigonometry in order to do this. Er, good luck!

LOOSE ENDS

GIRLS SPECIAL GIRLS SPECIAL GIRLS SPECIAL GIRLS SPECIAL GIRLS SPECIAL

These women have sent in their ingredients for disaster, and you could make their day by providing a recipe for success.

Q "I understand that you help people get through levels of PUSHOVER. Well, could you help me? I've got all the way to level 24 but I have to skip level 13 and I really want to be able to do it."
Verity Whitting, Peterborough

Q "I have a problem with KGB. I tried your solution, but even that's no help. I've survived Cut Throat, rid myself of the body in the canal, found out about the prostitute in Hotel Syevynaya Zvezda's other room and got into Chapkins recording studio, but when I return to my hotel either Chapkin shoots me or Savinkov fires me."
Vicki Slade, Surrey

Q "I'm, stuck in KGB as well. How do you get into Anatoil Styenko's flat on floor two of the Kurst Street Apartment Blocks? I have already visited the meatshop and found the carcasses."
Emma Clark, Portsmouth

Q "I'm also stuck in LEGENDS OF KYRANDIA. I've got past the cave where I first meet Malcom, but how do you get over the Chasm of Everfall? *(I think Oliver Hill of Aylesbury just answered that one in Cases Closed actually, Vick. – Rich)*
Vicki Slade, Surrey

Q "INDIANA JONES AND THE FATE OF ATLANTIS is getting my knickers in a twist. On the Team path, I'm not sure what to do inside the Labyrinth at Crete. I've explored, and got through at least two locked gates, found Sternheart, the chain behind the waterfall etc etc but how do I get to the gold box containing the Orichalcum? *(Actually, I know this one. Climb the chain behind the waterfall, take the left door, place the three statues heads on the shelf, walk through the gateway , take the stairs., remove the chock from the counterweight, go back through the door to the right of the steps and stick the staff in the mouth of the large face on the wall. – Rich)* Also on the Wits Path, I can't get to Al-Jabbar. I've given Trottier's business card to Paul, but he keeps coming back and saying Al-Jabbar can't see me. I've tried following Paul, but he just vanishes when I exit the stall. *(Not sure about this, though... – Rich)*
Michelle Sampson, Ilford
(And I even got a kiss from her at the bottom of the letter! – Rich)

Q "Has anyone got any hints for levels one to three of EYE OF THE BEHOLDER, please?"
Mrs Jackie Smith, Sheffield

Q "In BENEATH A STEEL STEEL SKY, after getting Joey up and running, I get him to put his hand on the plate, the door opens but Joey gets stuck. Then I tie the rope to the second pipe support, go down the rungs and drop in the frozen tissue. The solution in AMIGA POWER 38 tells me to swing on the rope to get into the room and tell Joey to sit on the chair, but I keep getting told that I'm stuck."
(Er) Daniel Pipe, Tunbridge Wells

CASES CLOSED

Thanks and a metaphorical box of Quality Street to everybody mentioned below.

LEGENDS OF VALOUR

Q It looks like Dave Heffon of Glasgow's plea for help in the final quest of *The Thieves' Guild* in issue 39 has come to a conclusion.

A "The map of the Forbidden City you have obtained is referring to the underground route. It is entered from the tower half way between the castle gate and the inside of the west wall in the castle grounds. Once underground follow the path south until you come across three waterfalls – one of these can be walked through. Follow the pathway you come out on to the two staircases leading to the Forbidden City. The jewelled rock is in the room of stones, and a wide selection of hide, tar and gems can be bought from Downends Provisions at very reasonable prices. The Forbidden City can also be entered through the window in a room to the south of the Casino if you don't fancy all that mucking about underground."

Oliver Hill, Aylesbury

LEGENDS OF KYRANDIA

Q Ian Scott of Cardiff said that he would be about this grateful *[holds hands far apart]* if someone could tell him which stones to place in the alter in the Pantheon of Moonlight, and how to cross the chasm of Everfall.

A "The gemstone you are looking for can be located by dropping a coin (from a later cavern) down the well in the forest (opening the forest gate by throwing five rocks onto the metal dishy thing) and taking the moon stone you receive to the Pantheon of Moonlight. This, your second magic gem, allows you to Willow-O-Wisp, that is float (in order to cross the Chasm of Everfall) and Self Illuminate (aiding your progress around the caverns)."

Oliver Hill, Aylesbury

Q Whereas Craig Stuart of Aberdeen was after the answer to a problem only this big *[mimes small gap between fingers]*, namely where could find the potion mixer.

A "It's through the secret passage hidden beneath the rug in the hut. Go down as far as possible, go left one screen, down two, right and up and there it is."

Oliver Hill, again

BATTLE TECH

Q When David Mallet of Bristol wrote in querying the white code needed to use in the map room (which didn't seem to be included in the budget version he had bought) I had a sneaking suspicion who might write in with the answer.

A "To obtain the white code from the map room, you must activate the following planets: Pesht, Skye, Benjamin, Summer, Ryerson, Kathil and Achernar. These work on the old Infocom version, so there's no reason why the Prism budget version re-release should be any different."

Hardy, Stuart Nibble, Sheffield

ULTIMA VI

Q Stuart Wuglet of Bradford posed a selection of problems, neatly categorised from a) to e), and ranging from castles to pieces of silver tablet.

A "a) SUTEK'S CASTLE: Cast Telekinesis on the Drawbridge crank. b) THE MAGIC GEM: Any old gem will do – the Guild shop has a selection. c) THE BLUE LENS: The lensmaker/astronomer in Moonglow will make one for you. You'd better take along a glass sword, though. d) THE MAP PIECES: Not worth the effort, mate. e) THE SILVER TABLET: This is buried in a dungeon beneath the notably swampy Pirates' Island, northeast of Serpents' Isle. Use a spade to dig a hole in the second bald patch from the left in the middle of the island, go down, proceed west to the ladder leading to the water-filled cavern. Southwest is the Maze of Death, and somewhere nearby there is another ladder guarded by a daemon. From here take the tunnel westwards, follow the west wall as it runs south, west, north then east and you should be standing next to a hole. Take the nugget, drop down, follow the long tunnel until you reach the poisoned fields. Cast Dispel Field, take the middle tunnel, hack through the slime to the door, cast Lock, Magic Unlock and Bob's your Uncle, you're in the the Pirates' Treasure room. Cast Negate Magic and the second half of the silver tablet will be yours.

"Incidentally, there's only one thing I've never worked out in this game. Who betrayed Quentin at Skara Brae?"

Richard Magog Deniz, London

D/GENERATION

Q Poor old Joe Quinn of Nogivenadress was stuck on floor 84.

A "When the bloke goes on about Black Wings in the desert, use the code DEATH."

Luke Croll, Kent

Well, two pages, 2446 words and only two jokes this time *(The second being? – Ed)* later, that's it again. Sticking your query or solution in an envelope and labelling it something like:

The Last Resort,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW

ref: 'Questions' or 'Answers' usually does it for most people.

PARASOL STARS

Q Paul Hundson of Co. Durham was asking last issue about the great *Parasol Stars,* but my enthusiasm for the game coupled with severe lack of space prevented me from divulging all I wanted to. So...

A Okay, Paul. You request for help seems to have reawoken my love for *Parasol Stars* – since speaking to you last month (my friend and) I have started playing again and (after two years of playing on and off – games these days take anything from an hour and a half upwards!) finally completed it. So here's all you need to know. The most important point is that you just have to play with a chum – if you don't not only will you be missing out on one of the greatest simultaneous co-operative two-player moments in software history, not only will it be at least twice as hard, but it will be impossible (so far as I can see) to enter the first Secret World. To get to this first Secret World you need to get to the fourth screen of Ocean World (World Three), the one with the sea horses flying around in the big rectangle. Jump inside, collect the pink heart, kill all the baddies and collect the 'in' sign using the other player's umbrella to reach the top peppers. This world is the trickiest of the lot – if you don't lose practically all of your credits getting through then you probably will on the demon at the end, but make it and you'll receive eight more to top you up. Save up for big Miracles in this order: Lightning, Fire and then Star; learning where they all appear is essential. You need three Star Miracles at the end of Rainbow World to get to the final two secret worlds (Bubble World and Hell), but (and here's the big but – I've only just managed to do it myself) if you manage to collect three Star Miracles before Rainbow World, you'll receive a giant hundred credit coin!

And if you don't like the sound of any of this, there's always the cheat. Type CYNIX during the game and the cheat mode is activated. You can then use the following keys:

M – get all three stars
G – kill all the baddies on the screen
C – extra credit
D – die
X – skip to extra level
T – end the stage
1-7 – skip stages
F1-F10 – skip levels
B – skip to bonus screen

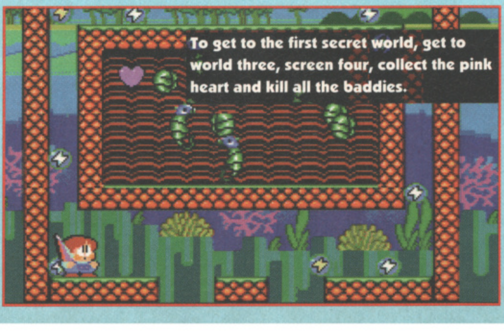
The cheat won't let you beyond Rainbow Island to the last two levels, though.

EYE OF THE BEHOLDER 2

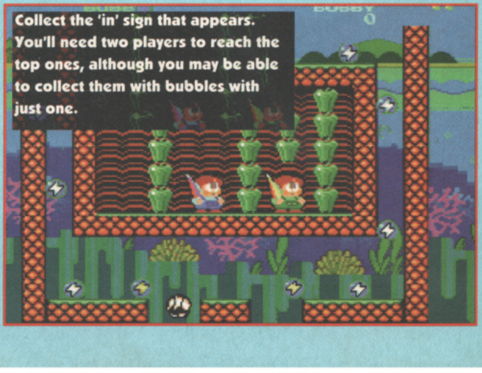
Q "In spite of all the tips you've printed, I still can't find the South Wind. Can you give me any directions?"

Richard Duffy, Slough

A Sure. Take the second right, right again at the roundabout, straight through the traffic lights, down the hill, past the Post Office and you'll see it on the left.



To get to the first secret world, get to world three, screen four, collect the pink heart and kill all the baddies.



Collect the 'in' sign that appears. You'll need two players to reach the top ones, although you may be able to collect them with bubbles with just one.

BACK ISSUES

AMIGA POWER

ISSUE 3
JULY 1991
F-15 STRIKE EAGLE 2!

ISSUE 4
AUGUST 1991
JIMMY WHITE'S SNOOKER!

ISSUE 5
SEPTEMBER 1991
MEGA LO MANIA!

ISSUE 6
OCTOBER 1991
MAGIC POCKETS!

ISSUE 7
NOVEMBER 1991
F1 GRAND PRIX!

ISSUE 8
DECEMBER 1991
KNIGHTS OF THE SKY!

ISSUE 10 FEBRUARY 1992
ANOTHER WORLD!

ISSUE 11
MARCH 1992
MONKEY ISLAND 2!

ISSUE 12
APRIL 1992
PARASOL STARS!

ISSUE 13
MAY 1992
ALL-TIME TOP 100!

ISSUE 14
JUNE 1992
FIRE AND ICE!

ISSUE 15
JULY 1992
SENSIBLE SOCCER!

ISSUE 16
AUGUST 1992
CRAZY CARS 3!

ISSUE 17
SEPTEMBER 1992
PREMIERE!

ISSUE 18
OCTOBER 1992
ZOOL!

ISSUE 19
NOVEMBER 1992
ASSASSIN!

ISSUE 20
DECEMBER 1992
ROAD RASH!

ISSUE 22
FEBRUARY 1993
STREET FIGHTER 2!

ISSUE 23
MARCH 1993
DESERT STRIKE!

ISSUE 24
APRIL 1993
LEMMINGS 2!

ISSUE 25
MAY 1993
ALL-TIME TOP 100!

ISSUE 26
JUNE 1993
SUPERFROG!

ISSUE 27
JULY 1993
THE LOST VIKINGS!

ISSUE 28
AUGUST 1993
SYNDICATE!

ISSUE 29
SEPTEMBER 1993
SOCCER KID!

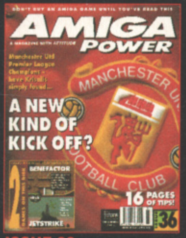
ISSUE 30
OCTOBER 1993
MICRO MACHINES!

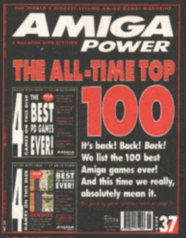
ISSUE 31
NOVEMBER 1993
URIDIUM 2!

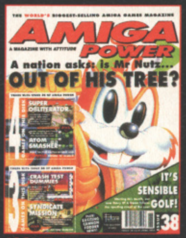
ISSUE 33
JANUARY 1994
MORTAL KOMBAT!

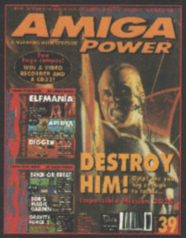
ISSUE 34
FEBRUARY 1994
COOL SPOT!

ISSUE 35
MARCH 1994
INNOCENT UNTIL CAUGHT!


ISSUE 36
APRIL 1994
MANCHESTER UNITED!

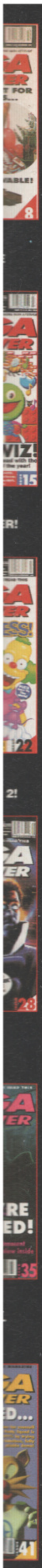

ISSUE 37
MAY 1994
ALL TIME TOP 100! (REALLY THIS TIME)


ISSUE 38
JUNE 1994
MR NUTZ!


ISSUE 39
JULY 1994
IMPOSSIBLE MISSION 2025!

ISSUE 40
AUGUST 1994
CANNON FODDER 2!

ISSUE 41
SEPTEMBER 1994
PUTTY SQUAD!



SPEND!

Essential Amiga goodies – go on, treat yourself!

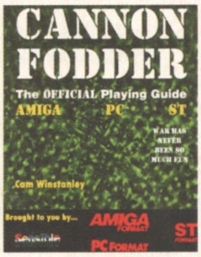
AMIGA POWER T-SHIRT

KNOWLEDGE IS... POWER

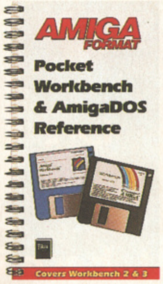
Wear your AMIGA POWER readership with pride. Join the most exclusive clique of fashionable beings on the planet by simply stuffing a cheque into an envelope. It's never been easier to be chic – so why not do it? Please don't forget to mark your size though.
Large – APOTL
Extra Large – APOTX.

£9.99

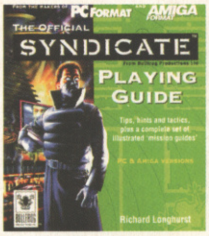
BOOKS! BOOKS! BOOKS!


CANNON FODDER
The OFFICIAL Playing Guide
AMIGA PC ST
WAR HAS NEVER BEEN SO MUCH FUN
Cam Winstanley
Brought to you by... AMIGA FORMAT ST FORMAT PC FORMAT

CANNON FODDER
Written by AMIGA POWER's very own Cameron Winstanley this is THE official and definitive guide to one of the most popular Amiga games ever.
Can't get past that big jump on level 9? Don't concern yourself.
Cam will tell you how.
Price: £9.95
Order code: FLB254A


AMIGA FORMAT
Pocket Workbench & AmigaDOS Reference
Covers Workbench 2 & 3

POCKET WORKBENCH & AMIGADOS REFERNCE
Lots of serious information about your Amiga. Boring and definitive. We wouldn't touch it with a barge pole, but don't let us stop you.
Price: £19.95
Order code: FLB009A


PC FORMAT AMIGA FORMAT
The Official
SYNDICATE
PLAYING GUIDE
PC & AMIGA VERSIONS
Richard Longhurst

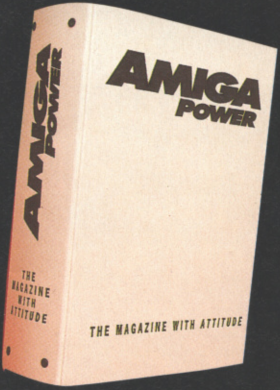
SYNDICATE
Trouble with your borgs? Have no more fear. With this handy guide you'll soon have your atlantic accelerator under full control.
Price: £14.95
Order code: FLB157A

BINDER

Don't let the dust and grime of your humdrum daily existence get to your gorgeous, pristine AMIGA POWERs. Keep them safe and snug in one of these classy, hand-designed binders and let them occupy pride of place in your home.

Oh yes, the binders are white and they've got that world famous logo picked out tastefully in blue. That's all. Thank you for your time.

£4.95


AMIGA POWER
THE MAGAZINE WITH ATTITUDE

MICROMACHINES

TOPPIES
DELICIOUS CRUNCHY SUGARY BITS
FREE THING INSIDE!

"Oddly enough, it's absolutely brilliant," . enthused the normally taciturn Stuart Campbell when he gave this fine game 88% in AP30. And now it's yours with a £6 saving from your pals at AMIGA POWER. Cor.
Price: **£19.99**
RRP: £25.99
Order code: AMPMM

RETURN THE COUPON BELOW OR SIMPLY CALL OUR CREDIT CARD HOTLINE ON 0225 822511

YES! Send me the following things as soon as you can...

AMIGA POWER BACK ISSUES £4.00 EACH (including P&P)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
☐ ☐
22 23 24 25 26 27 28 29 30 31 33 34 35 36 37 38 39 40 41
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

VIDEO £4.99 EACH ☐ *Please indicate the number you require*
AMIGA POWER BINDER £4.95 EACH ☐ *Please indicate the number you require*
AMIGA POWER T-SHIRT £9.99 EACH ☐ **APOTL** ☐ **APOTX**
☐ *Please indicate the number you require*

CANNON FODDER GUIDE £9.95 ☐ **FLB254A**
POCKET WORKBENCH & AMIGADOS REFERENCE £9.95 ☐ **FLB017A**
SYNDICATE GUIDE £14.95 ☐ **FLB157A**
MICROMACHINES £19.99 ☐ **AMPMM**
Remember to include all items indicated in the cost. **TOTAL COST £** ______________

Please allow 28 days for delivery of your goods.
EC customers registered for VAT, please quote your registration number.
Please tick here if you do not wish to receive direct mail from other companies ☐

METHOD OF PAYMENT *please indicate*

☐ ☐ **CHEQUES** *payable to Future Publishing Ltd*

card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
expires ☐☐☐☐

Signature ______________________________
Name ______________________________
Address ______________________________
______________________________ Post Code ______________
Telephone No ______________________________

Enclose this coupon (together with your cheque if applicable) in an envelope to:

AMIGA POWER SUBSCRIPTIONS, FREEPOST (BS4900),
SOMERTON TA11 6BR
THIS COUPON IS VALID UNTIL 31 OCTOBER 1994 **AP/MAG/1094**

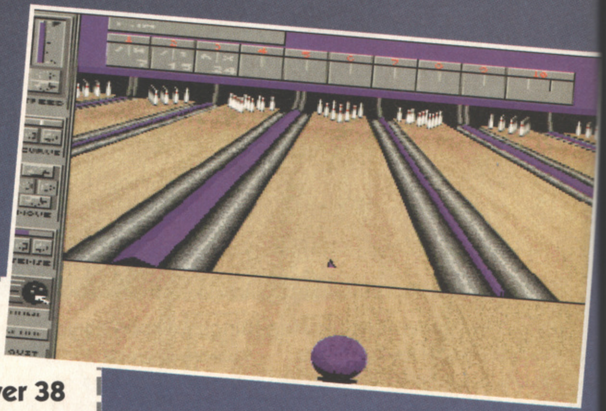
STRIKES 'N' SPARES PRO

"The best ten-pin bowling game we've ever played" AMIGA POWER

Beyond Entertainment is proud to present Strikes 'n' Spares Pro, an upgrade to Strikes 'n' Spares. Strikes 'n' Spares Pro takes all the great features of Strikes 'n' Spares and adds:

- Computer bowlers
- More sound effects
- Increased database information
- Choice of ball colour
- More animation
- Modem play
- Save settings option
- and many more exciting features

Strikes 'n' Spares Pro normally retails at $49.95/£29.95, but readers of Amiga Power can order it for the special price of $29.95/£17.95, or $19.95/£11.95 if you return your copy of the Strikes 'n' Spares disk featured on issue 38 of Amiga Power. Order using the coupon below.



I'm an Amiga Power reader. Please send me a copy of Strikes 'n' Spares at the special discount price of:

☐ $19.95/£11.95 plus my Strikes 'n' Spares disk from Amiga Power 38

☐ $29.95/£17.95

Name ……………………………………………

Address ……………………………………………

……………………………………………

…………………………………… Postcode ……………

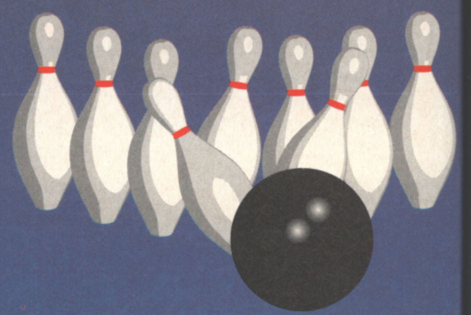
Please add $3.50/£2 for postage and packing.

Return your coupon with a cheque or postal order (in dollars or sterling) to:

Beyond Entertainment, PO Box 81, Glendale, AZ 85311-0081, USA.

Tel: 0101 602 846 2006 Fax: 0101 602 848 7249

Concentrate. See nothing but the skittles. Imagine you are the skittles. And then throw the ball.



the internet magazine

.net

Connect yourself to a world of information!

(No hackers, crackers or mouse potatoes. Guaranteed.)

You've read all about it. The Information Superhighway. Cyberspace. The greatest development in information technology since the telephone. Hell, since the printing press. And you want to get involved.

But how? It's a strange new world out there, packed with computer geeks, infonauts, self-styled infobahn warriors – if anything was guaranteed to put you off, it's this lot.

That's why, here at *.net magazine*, we're a jargon-free zone. We want to show you, simply and easily, how to get onto the Internet, and how to get the most out of it once you're there. Plus, we've loads more advanced stuff for existing netsurfers too.

After all, the Internet's for everyone. If you want to get involved – and you should – make a note of the date below...

the internet magazine

.net

An essential purchase all round, really.

First issue on sale • Wednesday • October 26

Come and see us at FES '94 Oct 26-30, Earls Court 2

Check out the supplement on issues of PC Format, MacFormat, and Amiga Shopper in October

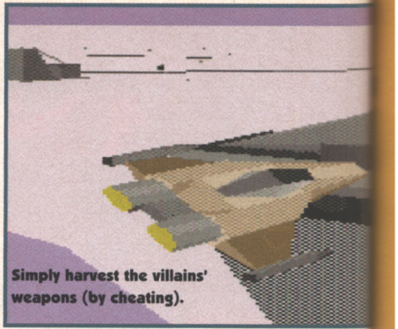
And see you on the Internet...

Future Publishing

Your guarantee of value

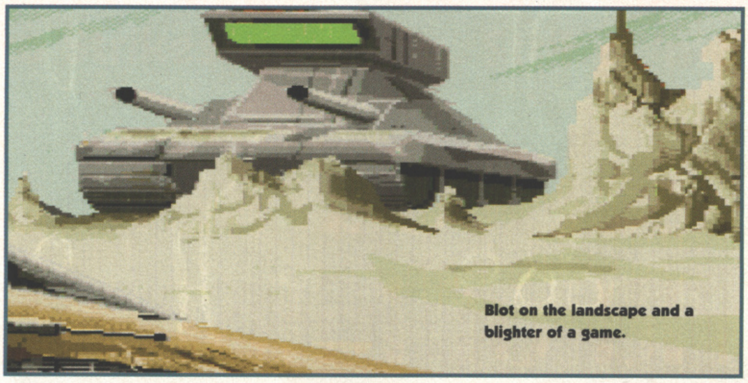
BUDGETS

Cheap, cheap, cheap. Some little bird's told us these originals are going for a song at a shop near you now. How sickly saccharine.


Simply harvest the villains' weapons (by cheating).

EPIC

Runs on: A500, A600, A1200
Publisher: Ocean
Price: £15
Release: Out now


Blot on the landscape and a blighter of a game.

Back in issue 15, Karl Foster described this game as suffering the typical failure of 'crop gameplay' (sic). How right he was, I think. *Epic*'s certainly less than a-maize-ing and wasn't worth the long 'wheat'. A-ha ha ha. Sorry.

Epic's a poor relation to *Wing Commander*. It has a strikingly familiar this-could-be-the-end-of-the-human-race sort of plot (involving massive space convoys, pursuant villains and a sun going supernova) and your part in the drama is to pilot the ultra-sophisticated *Epic* starfighter and claim glorious victory. Did somebody say *Battlestar Galactica*? No? Good.

Epic suffers from 'programming myopia', that rare (maybe not so rare...) disease that makes people working closely on a game completely forget their audience. For example, *Epic* has great graphical interludes that try to tell the story, but they make no sense unless you've already read the story all the way through in the manual. And the mission orders. They're usually farcically incomplete, so that you spend ages hammering some ground installation, only to discover that there are another four over the horizon that you're supposed to blow up as well. Aaargh!

The game looks like a cross between *Elite* and terrestrial flight sims such as *F-19*. The graphics, which were great in their day, look just a little outclassed now. The game is mission structured, with the basic idea that you're sabotaging the villains' attempts to pinpoint the location of your ragtag fleet by blowing up radar stations and the like.

Successes and failures in certain missions supposedly take you down different routes in the story so that no two games are the same etc etc, but in practice this simply means that mission seven (the climactic showdown where the villains catch up with you – gasp) occurs as soon as you fail any one of the preceding missions.

The missions are too short (dumb), there's often a time limit on them (dumber) and the game has a cheat mode that's in the manual which means that you need never lose a battle (very dumb indeed, and neatly indicative of *Epic*'s slapdash design). All of this adds up to a game that will last you about three hours. At the new budget price that's still £5 an hour for some fairly tawdry entertainment, so I'd recommend that you give it a miss.

● ***STEVE FARAGHER***

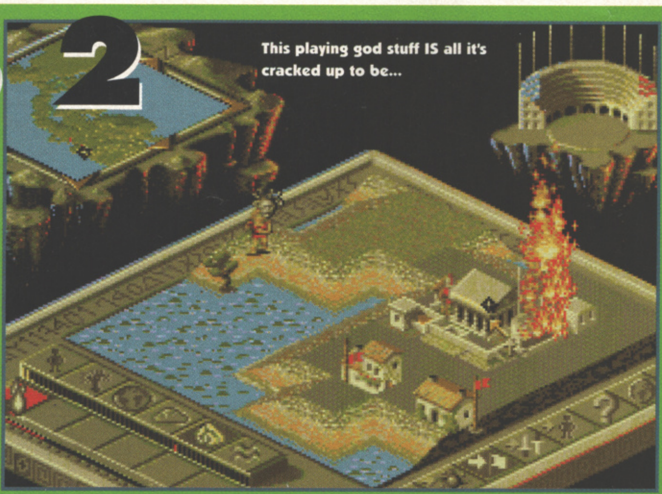
THE BOTTOM LINE

Still completely crop after all this time (sorry), *Epic* is just another one of those games that never lived up to its own hype. Avoid like the blight.

30 PERCENT

POPULOUS 2

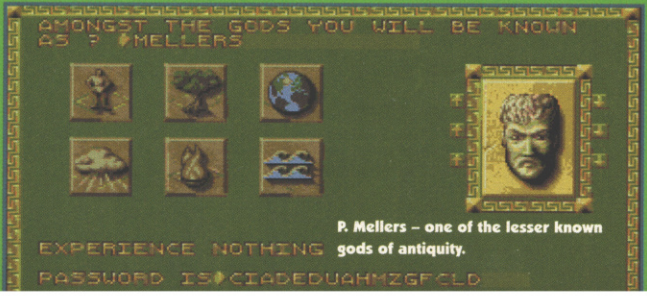
Runs on: A500, A600, A1200
Publisher: Hit Squad
Authors: Bullfrog
Price: £15
Release: Out now


This playing god stuff IS all it's cracked up to be...

Well, it's er, *Populous* really. With a few extra bits on. Actually, that's a bit unfair, because really it's *Populous* with loads of extra bits. Now, I don't really like 'god games', I think they're over-complicated, too slow and incredibly tedious. Trouble is, I'm practically alone in thinking this (some strange people actually believe the game is addictive) and although I do agree you can spend something like four hours playing the game without realising how long you've actually been staring into your monitor, I think that's more to do with the intricate level of detail and trying to suss out what each icon does rather than the enthralling gameplay.

But wait! Maybe you don't know what a god game is. I'll give you a brief run down. You're this bloke, actually one of the sons of Zeus, and as such you need to prove yourself worthy enough to sit atop Mount Olympus. You do this by defeating the 32 divine opponents who rule 1000 worlds. Simple, eh? To defeat the forces of evil on each world you must overrun it with your own people, build up cities, increase the population and stop them from doing the same. Then, and only then, can you move onto the next world. Of course, it's a lot more complex than that, but I'm sure you know where I'm coming from. Exciting stuff though, isn't it?

Still, just because it bores me silly to have to play something like this, doesn't mean I don't appreciate what it's trying to do. There's every possible element covered, and with an intuitive mouse interface, some action once you get into the game (prepare to lose at least three weeks of your life) and those


AMONGST THE GODS YOU WILL BE KNOWN AS ? ♦MELLERS

EXPERIENCE NOTHING

PASSWORD IS♦CIADEDUAHMZGFCLD

P. Mellers – one of the lesser known gods of antiquity.

SHUTTLE

Runs on: A500, A600
Publisher: Hit Squad
Price: £15
Release: Out now

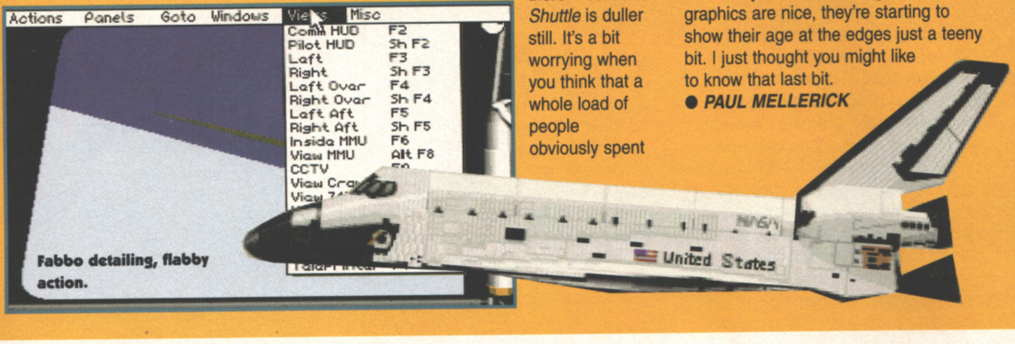
It's not my day today. It started off nicely enough, a pleasant bike ride into work, the sun shining and a nice cup of tea sitting on my desk within minutes of my arrival (cheers, Sue). Then it went downhill from there very quickly indeed. First of all I get to review *Populous 2* and now I get *Shuttle*. And if there's one thing more boring than god games, it's flight sims.

And if you can imagine a flight sim with all the fighting and heart-stopping action taken out, then you're almost there – because *Shuttle* is duller still. It's a bit worrying when you think that a whole load of people obviously spent a lot of time and money to get this as accurate as possible (and in that sense, it's a real achievement because this is finely detailed – right down to every last switch on every control panel), without realising that without anything to fight or basically anything remotely exciting to do, the whole game just ends up as a simulated walk-through of how the Space Shuttle works.

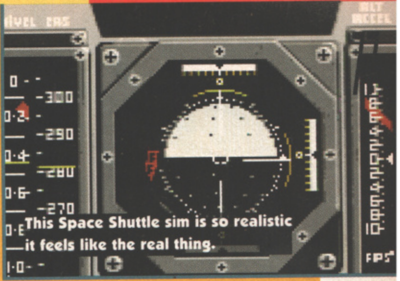
Now if you were doing a school project on the Shuttle, or you're a really sad anorak astronomer, you may actually find this interesting, but if you're an Amiga gameplaying nutcase, then this really isn't going to tickle your fancy.

Oh yeah, and although the 3D graphics are nice, they're starting to show their age at the edges just a teeny bit. I just thought you might like to know that last bit.

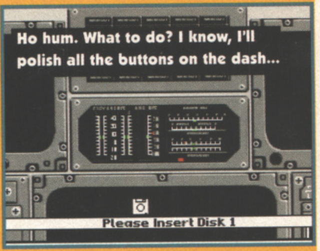
● *PAUL MELLERICK*



Fabbo detailing, flabby action.



This Space Shuttle sim is so realistic it feels like the real thing.



Ho hum. What to do? I know, I'll polish all the buttons on the dash...

THE BOTTOM LINE

An amazingly in-depth simulation of the technological achievement that is (was?) the Space Shuttle. It's just a really boring game as well.

39 PERCENT

OUT RUN

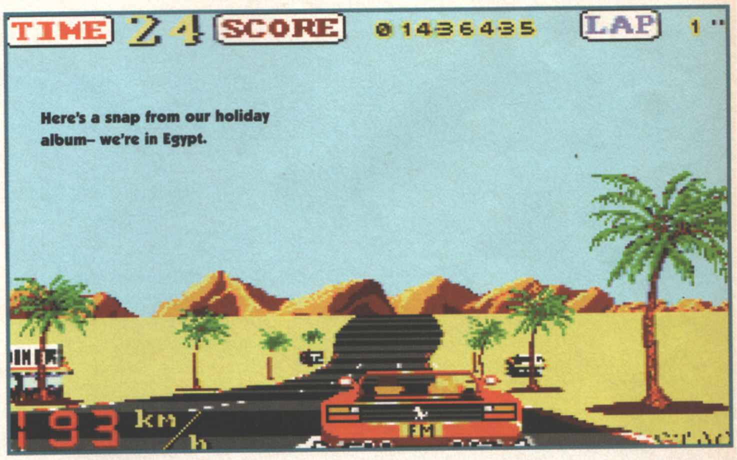
Runs on: A500, A600, A1200
Publisher: Kixx
Authors: Probe
Price: £5
Release: Out now

In the beginning animation was done with toys. Toys like the zoetrope, where you had a drum with slits in, put in a roll of paper with drawings of someone in different positions and span the drum to produce the effect of movement: also nausea, because if you didn't get the speed right, you found yourself looking at a flickering object, and the brain really doesn't like that sort of thing at all. And, do you know, you can recreate those tentative first steps with *Out Run*, because it's from the school of racing games that cunningly reproduces the illusion of 3D by moving some blocks and having a stripy road. Unfortunately, dating from 1987 and so being just about the first ever racing game on the Amiga (not to mention a fairly obvious ST port) the blocks and stripes move about fifty feet at a time with no animation whatever.

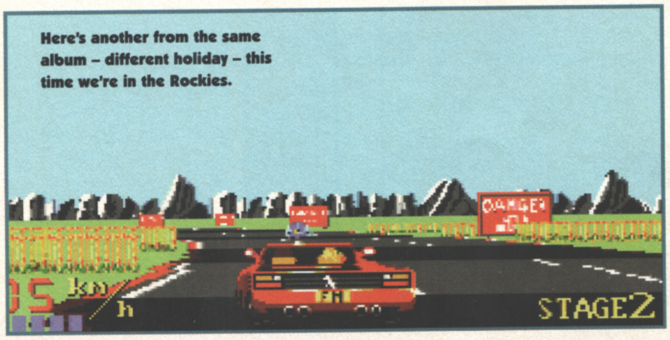
Comically, this means that playing the game is nearly impossible. Your eyes just can't cope with the ludicrously juddery, coiled panther springing suddenly upon unsuspecting gazelle like steps in movement. The opposing cars move like the puck in air hockey, with similarly dangerous results if they hit you, and it's only these appallingly destructive smashes with your car spinning end over end for miles before landing upside-down in some bushes that afford any entertainment (because after this gruesome pile-up the view cuts to you and your passenger sitting dazedly by the road in best A-Team style before scampering back and carrying on).

There's really little to recommend *Out Run*, and I have become bored with attempting to catalogue its plenitude of disasters. Leave me now.

● *JONATHAN NASH*



Here's a snap from our holiday album– we're in Egypt.



Here's another from the same album – different holiday – this time we're in the Rockies.

THE BOTTOM LINE

Fully and unrepentantly poor thing dating from the dawn of time as we know it. If you really, really, really want an old racing game, get *Super Hang On*, which is yummy and just fine and dandy.

5 PERCENT

Cor. What's that head thingy doing in the courtyard of that castle?

1000 worlds to conquer you can't accuse the game of not coming up with the goods. And at a budget price it's even more enticing. Probably.

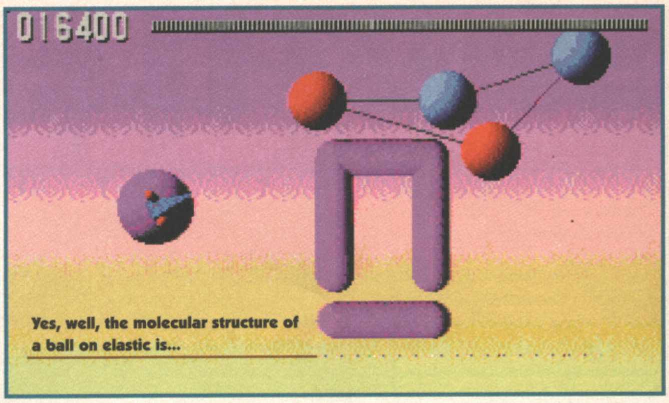
● *PAUL MELLERICK*

THE BOTTOM LINE

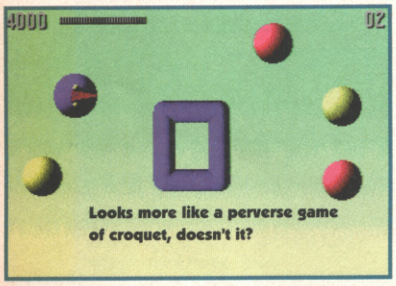
It's the best god game ever (if you like that sort of thing). It was worth paying for it on full-price release. And now it's on budget. And if that's not a recommendation, I don't know what is.

90 PERCENT

E-MOTION



Yes, well, the molecular structure of a ball on elastic is...



Looks more like a perverse game of croquet, doesn't it?

Runs on: A500, A600, A1200
Publisher: Kixx
Price: £5
Release: Out now

Imagine, for a moment, that you are a gardener. A nice, friendly, late-middle-aged sort of gardener, sort of fattish, sort of shortish, the kind of gardener who walks about permanently in hardy slippers, except, of course, you don't walk, you shuffle. You have retired following the multi-million pound sale of your tremendously successful business, and so can devote your whole day to your garden. It is, to be exact, more of a sweep of land than a garden, comprising maybe an acre-and-a-half, and, following a large breakfast, you spend most of the morning ambling leisurely past your impressively varied flower beds, your near-manicured bushes and your carefully-placed, oh-so-young trees, pruning a little here, watering a little there, aiming to reach the shade of your central swinging garden seat by noon, when the sun is at its zenith and when your garden looks its most pretty. There, following a hearty lunch of sandwiches and fruit, sitting and watching the wildlife of your garden, for you have declared all your land, which stretches far beyond your private arbour, a reserve for all nature, you perhaps spend a pleasant hour in the maze, whose hedges are still maturing, but will make a fine and delightful puzzle when fully-grown, before continuing through the garden to its very boundaries, unfenced of course, but still marked by a succession of attractively irregularly spaced shrubs, and looking back at your garden, which has, over the years, taken on the warm, open personality of its owner, and then seeing the three men systematically razing the entire place to the ground with flamethrowers and realising there are two more behind you, watching helpessly in their vice-like grip as your beloved garden is annihilated without reason or remorse.

This would not, however, be quite as blue-faced, deep-gulpingly frustrating as playing *E-Motion*, a game where you try to push balls on elastic around obstacles and into each other to make them disappear, watching enraged as they instead hit different-coloured balls and create a third, explosive sphere.

● *JONATHAN NASH*

THE BOTTOM LINE

It's supposed to be a calming, floaty, back-to-the-womb sort of game, this *Asteroids*-on-string is. But it sure isn't. It is, in fact, disastrously annoying, and not even entertainingly so. Exactly the sort of game to put you off physics for life.

22 PERCENT

SIM CLASSICS COLLECTION 1

Runs on: A500, A600, A1200
Publisher: Maxis
Authors: In-house
Price: £35
Release: Out now

News of the release of *Sim Classics 1* had me searching through the official AMIGA POWER archives for a) copies of the games and b) the old reviews. I emerged several hours later, covered in dust and sneezing frantically. Ha ha! I thought, it's the easy life for me. While partaking of a few sugar-based snacks I shall read the reviews, play all the games and then write a witty and erudite review.

First *Sim City*, an old favourite. This won't take long I thought, I know this game backwards. I shoved the disks in the drive, whistled tunelessly while it loaded, selected the option to build a new city and started laying out my first industrial and residential zones. Five hours and half a million people later it was time to go home. "Don't forget," said JD as I left, "that I'm away all next week and you've got to write this quickly."

The next morning I arrived with new resolve. I loaded *Sim Ant*, learned a bit about ant behaviour, foraged for a bit of food, attacked a few red ants and built a huge nest. Then I switched to experimental mode and made the ants crawl around inside huge and fiendish mazes that I devised. Towards late afternoon I became aware of a glowering presence. Somebody was standing behind me, "Oh, er sorry JD," I mumbled, "I'll get it finished, er, tomorrow."

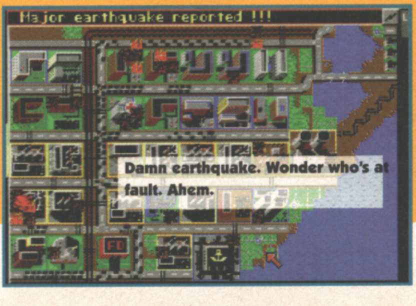
And so it was Friday at last. Just *Sim Life* to go. That couldn't take long, could it? Well, after a little tinkering with the geography and climate of a world, some light animal design and a whole series of species demographics, it was, as you might expect by now, again rather late in the day. And I was in trouble. I did the only sensible thing in the circumstances (three days wasted on a budget review, JD going on holiday for deadline week, etc etc) and went to the cinema with Cam and Jonathan to see The Mask. And jolly good it was, too.

So why have I just bored you with these turgid reminiscences? To make the point that this collection of games is not an ordinary one. Each game is an attempt at the unknown described by Maxis as 'software toys' not games. These are sims of complex biological and sociological machines; they're studies in dynamics.

Map of the World

Guess what this might be...

Sim City is a classic and even if you think that you've played it so many times that another go couldn't possibly interest you, you're probably wrong. There's still an undeniable excitement to building your own city. It is the king of 'software toys' – there is no end, no final scene and you play for as long as you like (which is usually a bit longer than you ought to). *Sim Ant* is interesting without being riveting, and fun without being addictive. When you first get hold of it you'll play it for a while. But then you'll put it away for ever. Matt Bielby gave it 59% in AP14 which seems a bit harsh for a game that attempts something completely novel and does it quite well. But *Sim Ant* doesn't deserve much more than that because it won't keep you entertained for very long



Major earthquake reported !!!

Damn earthquake. Wonder who's at fault. Ahem.

Sim Life suffers from the same problem as *SIm Ant*; while it's a fascinating subject and Maxis have approached it in a stimulating, thought-provoking kind of way, it still eventually leaves you dissatisfied and not wanting to play any more. This must have been what was on JD's mind when he awarded it a measly 50% in AP29.

So what we have here is one absolute classic and two interesting, but not exciting, others. Rather like one Jimmy White and two Steve Davises. Buy this collection if you don't have *Sim City*. Or better still buy *Sim City* on its own on budget version. Or even betterer still save your £35 for *Sim City 2000* which should come out in time for Christmas.

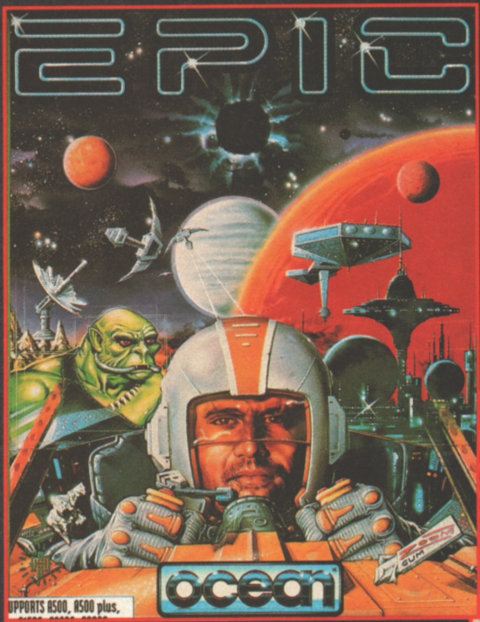
● *STEVE FARAGHER*

THE BOTTOM LINE

A rather overpriced collection of genuinely unique simulation games. Each is interesting and certainly worth trying in its own right, but only *Sim City* really makes the grade of 'classic'. So sadly only...

65 PERCENT

HIT NAMES - HIT GAMES FOR YOUR AMIGA & ATARI ST



A 3D 'EPIC' THAT REACHES A MILESTONEIN POLYGON TECHNOLOGY

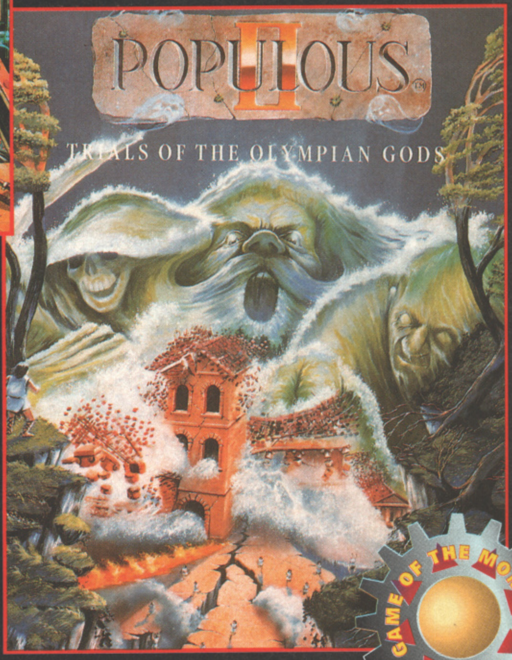
in terms of speed, graphical detail and pure out-and-out playability. A multitude of missions, ranging from devious to manic, take you deep into the heart of this sci-fi conquest of outer space.

EPIC - a masterpiece of software engineering.

14.99
ST/AMIGA

© 1991 Ocean Software Ltd.

EPIC


POPULOUS II
TRIALS OF THE OLYMPIAN GODS

POPULOUS II

THE GODS ARE BACK. AND ALL HELL'S ABOUT TO BREAK LOOSE.

As the offspring of almighty Zeus, you demand a seat among the gods. But before ascending Mount Olympus, you must defeat 32 of Zeus' most powerful deities. Learn to shatter the sky with lightning and shower the earth with fire. Summon heroes to aid your people and plagues to destroy the enemy. Call forth tornadoes, hurricanes, tidal waves and columns of flame. A challenging task for a god.... a monumental task for a mortal.

"Incredible... probably the best video game in the world." - **CU AMIGA 97%**

Populous is a registered trademark of Electronic Arts Ltd. Bullfrog is a trademark of Bullfrog productions Ltd. © 1991, 1994 Electronic Arts. All Rights reserved. Published under license from Electronic Arts Ltd. Electronic Arts is a trademark of Electronic Arts inc.

ST/AMIGA 14.99

GAME OF THE MONTH

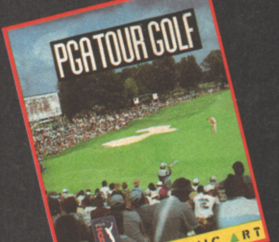
Special Shots
Chip Shot
Punch Shot
Fringe Putt
Normal
Hole #18
Stroke 2
Distance 22
Club: P Wed

PGA TOUR GOLF

REACH FOR THE SKIES

SHUTTLE

14.99
AMIGA



THE MOST ACCURATE AND ADDICTIVE COMPUTER GOLF SIMULATION.

Real tournaments played on actual Tournament Players Club courses. Read the greens - the all new 3D contoured grid exposes each subtle curve. Speciality shots for tough spots-choose from chip and punch shots or fringe putt.

* TV-style views: panoramic aerial fly-by of the hole.
* 3 authentic courses - TPC at Sawgrass, TPC at Avenel, PGA West.
* Compete against 60 PGA TOUR® Pros in 4 round tournament play.

Software © 1990 by Sterling Silver Software and Electronic Arts. Package design © 1990 Electronic Arts.TPC, Tournament Players club and THE PLAYERS CHAMPIONSHIP are registered trademarks of PGA TOUR, Inc. Published under license from Electronic Arts. Electronic Arts is a trademark of Electronic Arts.

14.99
ST/AMIGA

REACH FOR THE
SKIES
Virgin GAMES

THE BATTLE OF BRITAIN.

Summer 1940. The future of World War II hangs in the balance. The cream of the German Luftwaffe and the aces of the RAF are locking horns in their most crucial confrontation yet - The Battle of Britain. Over 50 years on, you have the chance to re-live that famous battle and play the part of a British pilot or a German flying ace. Your performance determines whether the outcome is a repeat of the British victory or an unprecendented German success.

© 1992 Rowan Software. © 1992 Virgin Interactive Entertainment (Euope) Ltd. Produced under license from Virgin Interactive Entertainment (Europe) Ltd.

14.99
ST/AMIGA

SHUTTLE
THE SPACE FLIGHT SIMULATOR
Virgin

SHUTTLE

enables you to fly numerous realistic missions in the Space Shuttle Orbiter. Based on official government documents, SHUTTLE is the most accurate and comprehensive simulation of NASA's Space Shuttle ever produced for any home computer. With the aid of Mission Control, you will master such challenges as deploying and repairing satellites, launching spy satellites, manoevring your craft in zero gravity, attaining the correct re-entry trajectory and pulling off complicated landings.

© 1991 Virgin Interactive Entertainment (Europe) Ltd. All Rights Reserved.
© Vektor Grafix Ltd. All Rights Reserved.
Produced under license from Virgin Interactive Entertainment (Europe) Ltd.

HIT SQUAD

HIT SQUAD
2 CASTLE STREET · CASTLEFIELD
MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633
FAX: 061 834 0650

Screen shots taken from various computer formats

HI-HO SILVER LINING

Now sit back, kick off your shoes and get funny looks from the other people in the queue at the shops while several persons get a-reviewing.

MYTH

System 3/£15
Amiga version: 67%, AP15

We played this a lot in Your Sinclair, you know. When it came out on budget, we hunkered down around the crap TV (which eventually refused to display any colour but purple) and made appreciative mouth noises, confounded its lack of a save game facility by copying the entire memory to a fresh tape whenever we got to a new level, and awarded it a characteristically overpowering 95%.

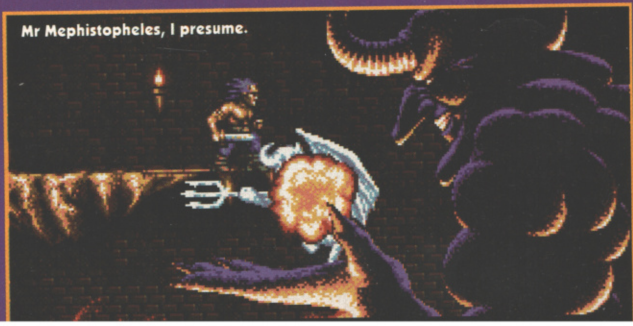
And here it is again, and I've not played it before on the Amiga, and no doubt you're expecting me to compare it unfavourably with the microscopically-graphiced original. Well. We shall see what we shall see, but don't assume I'm that shallow and predictable.

Amiga *Myth* is structurally identical to the old 'un, but the gameplay differs substantially. You're some bloke dragged through time to fight the likes of the Medusa, that dragon from Lord of the Rings and the giant statue from Jason and the Argonauts. Beat up minions and you can steal their weapons, use these to knock off the demonic middle-management and then loot their fabulous powers to destroy the overlords – you know the drill.

Disastrously, the CD32 version uses – no! But yes! – 'up' to jump, which, coupled with the unfathomably sluggish response, means you'll spend more time leaping screaming into monsters than poking at them with swords.

Unfathomably sluggish, in fact, sums up the game as a whole. I'm all in favour of splendidly grubby graphics with flames a-go-go, Greek tragedians morphing into unpleasant flying monsters and large blokes on thrones waving their beards, all to the accompaniment of some gruesomely neat sound effects, but if it means that the characters move like they're trying to break free of Jupiter's gravitational pull, something really should be done.

That's more or less it. The impressively atmospheric puzzles are still there (use the gorgon's head to turn the hydra to stone, attack Achilles in the heel – that sort of thing) although the manual has dispensed with the cryptic clues in favour of instructions like, "Use the gorgon's head to turn the hydra to stone and attack Achilles in the heel," but the slow movement, unfairly swarming and regenerating opponents, leaps of faith, intro screen crashes and, of course, fact it wasn't running on a Speccy, quickly eroded my interest to replace it in a dentistry filling sort of way with a cold hate.
● *JONATHAN NASH*



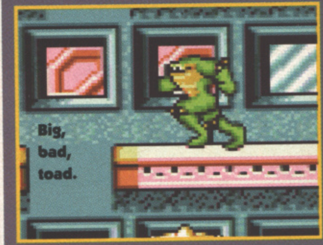
Mr Mephistopheles, I presume.

THE BOTTOM LINE

CD32 It's the same grand old *Myth* – except with the sense of excitement and discovery all but ground away by the toffee-like speed and unrelentingly nasty monsters. It's the sort of game that you stick at grimly rather than play. The Speccy version genuinely was more fun than this. Dammit, I really am that shallow and predictable. **48** PERCENT

BATTLE TOADS

Mindscape/£25
(Censored. – Ed)

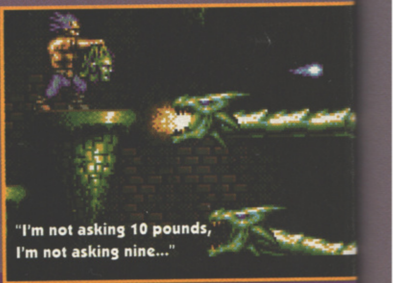


Big, bad, toad.

THE BOTTOM LINE

CD32 IIt's *Battletoads*. But on the CD32. And five pounds more expensive. So **6** PERCENT

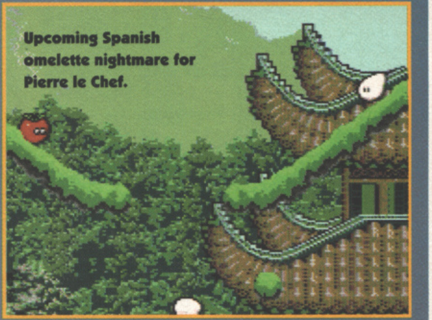
Aw look, his ickle wickle hat have fallen in front of his eyes.



"I'm not asking 10 pounds, I'm not asking nine..."

OUT TO LUNCH

Mindscape/£26
Amiga Version 76%, AP39


Upcoming Spanish omelette nightmare for Pierre le Chef.

Travel the world in the guise of a chubby French chef and capture rebellious vegetables by stunning them with flour bags, collecting them in a net and then depositing them in a cage. That's the plot.

JD gave this cute platformer 76% only a couple of months ago, and used some rather uncharacteristic phrases in his review.

"I didn't bat an eyelid when a rogue avocado reversed my controls."

"The fact that you can move straight through some walls and platforms, while other, identical ones block your progress was an irritation, but only a minor one."

"Even the slippy-slidey ice worlds...seem perfectly legitimate in context."

Control reversal? Indeterminate scenery? SLIPPY-SLIDEY ICE WORLDS ON LEVEL ONE? 76%? Good job he's taken a holiday, that's all I can say. Let's hope he's back to his sensible self when he returns.

Okay, so Pierre (the chef) is cute. And the running around collecting vegetables against the clock is alright. And the platforms are fairly well thought out. And the moving around to different countries every few levels does add a bit of variety. And the CD32 controller has been fairly well programmed with one button to jump, another to lob flour and a third for the vegetable-netting. But, this is still just another cutesy platformer with all the irritations of the genre barring "up-to-jump". It even blacks out the screen and displays a huge white "LOADING" sign between levels. Grrr.

● *STEVE FARAGHER*

THE BOTTOM LINE

CD32 It's an alright-ish game but suffers so many convictions from the Kangaroo Court that it's hard not to drop it down from the original score. So I won't resist the temptation.

70 PERCENT

RETURN SHRIEKING TO THE ANCIENT PASTOR

Ghostly apparitions have been seen shimmering through the coiling mists. Seers have reported contradictory accounts of the imminent end of the world. Clutch religious texts to your chests as you give thanks for the non-appearance of uncannily linked and ethereally unstable games like these. *(Pardon? – Ed)*

Super Stardust –
Team 17 £TBA
ETA: 1997, probably

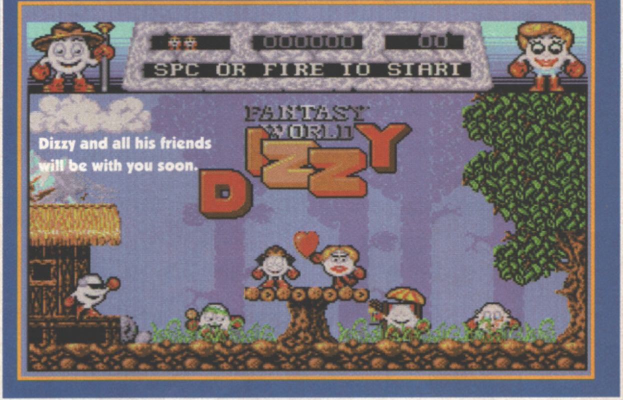
We don't like to talk about it.

Manchester Utd Premier League Champions –
Krisalis £15
ETA: October

Dizzy Compilation –
Codemasters £15
ETA: October

Arcade Pool – Team 17
£15 **ETA:** October

Arcade Pool is on its way to the CD32.


Dizzy and all his friends will be with you soon.

SUPERFROG

Team 17/£15
Amiga version: 78%, AP26

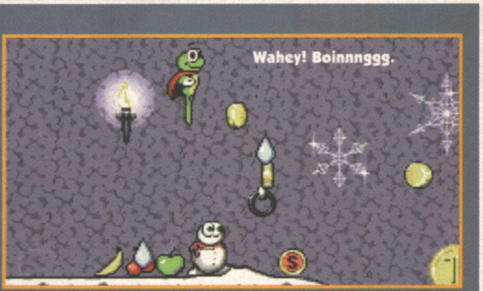
In a neat CD-exploiting sort of way, the otherwise identical-to-the-Amiga version of *Superfrog* also has a playable demo of *Arcade Pool* and clips of *Super Stardust*. So that's what it looks like. No, only joking.

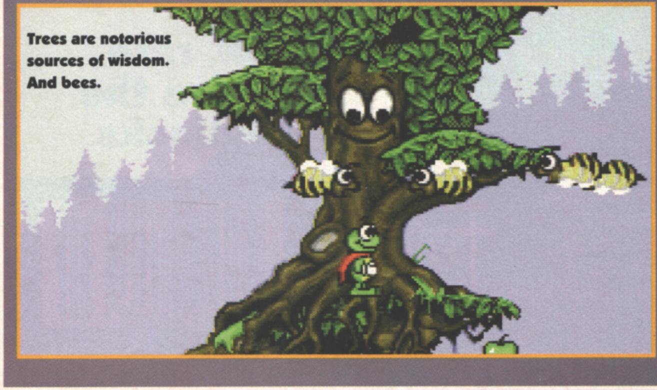
There's a great intro to *Superfrog* animated by TV's famous Eric Schwartz which paints the frog as a coolly cynical sort, with a permanent knowing smirk and piercing eyes peeping out from under half-closed lids, so it's a bit of surprise to find in the game itself he's a chubby smiling cute thing. Yup, *Superfrog*'s a cute platformer. A coin-collecting-to-open-the-exit cute platformer, to be exact. With monsters. That you kill by jumping on their heads. And there's a slippy-slidey ice world. And spiked pits that kill you instantly.

However!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

The difficulty's very 'there' – you'll get that special bit further each time – and there are some jolly silly (as opposed to jolly silly, if you see what I mean) sub-games, like a fruit machine and (apparently) some sort of shoot-'em-up at the end. It all hangs together well, the scrolling's fine, the levels are big and it's as playable as a cute platformer can be. And if that sounds like a cop-out cliché, so is *Superfrog*. But in a nice way, of course.

● *JONATHAN NASH*


Wahey! Boinnnggg.


Trees are notorious sources of wisdom. And bees.

THE BOTTOM LINE

CD32 It's a cute platformer of the *Sonic* clone school – lots of fast scrolling (but stupidly dead-stop obstacles) and coin collecting. Acceptably budgety and innocuously time-passing, easy to put down and even easier to forget about. I suppose it's all about personal taste: me, I prefer the splendid characterisation and much tighter design of *Out to Lunch*.

68 PERCENT

THE WORLD'S BEST-SELLING AMIGA MAGAZINE

LATEST COMMODORE NEWS INSIDE

AMIGA FORMAT

ISSUE 64 ■ OCTOBER 1994 ■ £3.95

£129 VIDEO TITLER!

Create captions and titles like the real moguls with this complete titling package

FLIP TO THE BACK – NOW

TV*Text Professional v1
AMIGA FORMAT
Disk 64a
VIDEO TITLING
The Movie!!!
Needs 1Mb
Worth £129!
Create stunning video titles and captions with this powerful titling program.
Theme Park
AMIGA FORMAT
Disk 64b
Needs 1Mb
Fancy a rollercoaster ride to heaven? Climb on board with our fully playable demo of Bullfrog's *Theme Park*.

Become a movie mogul

We explain the secrets of successful video making and give you the tools you need

PLUS

We review, rate and compare the top 10 genlocks

REVIEWED: Detroit, Super Stardust, Top Gear 2, Ruff 'n' Tumble, The Clue
PREVIEWED: All Terrain Racing, World Cup Golf, Alien Breed 2: Tower Assault

Future PUBLISHING
Your guarantee of value

9 770957 486035 10

Amiga Format

INGREDIENTS

Unbiased reviews, accurate news (including the latest on Commodore), useful tips, six-page feature explaining desktop video on a budget, easy-to-follow tutorials on painting, programming, *OctaMed* and DTP, PD round-up, your letters, top video titler *TV*Text Professional* on the Coverdisk, industry comment, game cheats, previews, technical help, special offers, Flavour Improvers: E218 (wit), E837 (intelligence). No added starch, no preservatives.

Nutritional information:
Provides 100% of the recommended monthly intake of Amiga information.
Totally fat free. Suitable for vegetarians.

Reading instructions:
Turn pages one at a time.
Activate optical sensors and digest information. You may move your lips if necessary.

Microwave:
Remove disks and pierce cover with a fork.
Set microwave on High and cook for 6 mins (650W) or until completely incinerated.
Now buy another one.

Storage:
Store in a cool, dry place. Not suitable for home freezing.

Best before:
End of October.

Issue 64 on sale
Thursday
September 22

CHILDREN'S BBC
Presents
The BBC's Big Bash
NEC Birmingham 6 9 Oct 94

The best event of the year Check out the latest in films See top pop stars Beat your friends on the latest computer games Watch live TV broadcasts Become a model Win Win Win NEC Birmingham Try out a make-over Have a go at roller blading Chill out in the Video Street Cafe Be in on the latest action Have your DMs painted Drive the Big Cats Be in on all the gossip Play the latest street games Try the fantastic assault course Fling yourself at the Velcro wall Play table football See TV special effects Watch the latest film trailers Be there for new game launches See Live & Kicking live! Check out the sporting arena Join us for an all action day Enter loads of competitions Have a great day out Top TV Celebrities Be amazed by the TV area Check out the fashion catwalk Have a go at snorkelling All the latest from the Guinness World of Records Have a cool day out Celebrities from pop, TV and sport Visit the fashion village Try out exciting Sega and Nintendo Games See the huge video wall Have a go at Baseball The BBC's Big Bash 6 - 9 October '94 Be Cool - Be there!

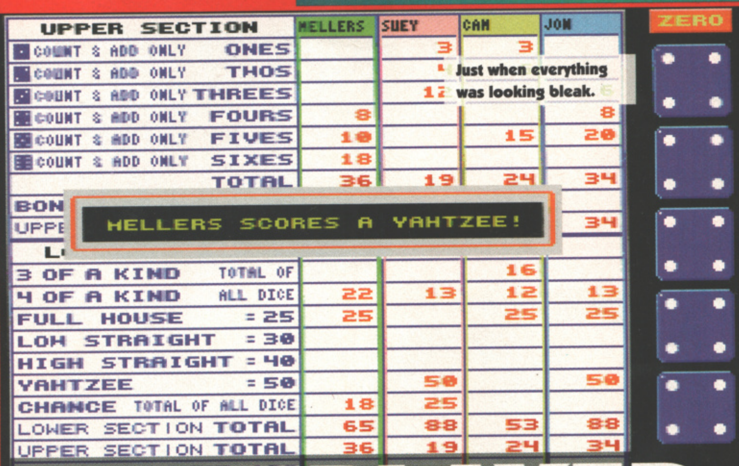
TICKET HOTLINE
021 767 4477

Check out Radio Times every week for the Big Bash Newsflash

BBC HAYMARKET EXHIBITIONS LIMITED 60 Waldegrave Road, Teddington, Middlesex TW11 8LG Telephone 081 943 5000 Facsimile 081 943 5920
BBC is a trademark of the British Broadcasting Corporation and is used under license.

PD

Pay attention. This is an official announcement. After some regrettable anti-revolutionary remarks made by Comrade Golder in AP 40, the Revolutionary Future Party has decided to give a younger comrade the chance to shine. Welcome Comrade Paul Mellerick...



UPPER SECTION	MELLERS	SUEY	CAM	JON
COUNT & ADD ONLY ONES		3	3	
COUNT & ADD ONLY TWOS		4	[illegible]	[illegible]
COUNT & ADD ONLY THREES		12	[illegible]	6
COUNT & ADD ONLY FOURS	8			8
COUNT & ADD ONLY FIVES	10		15	20
COUNT & ADD ONLY SIXES	18			
TOTAL	36	19	24	34
BON				
UPPE				34
L				
3 OF A KIND TOTAL OF			16	
4 OF A KIND ALL DICE	22	13	12	13
FULL HOUSE = 25	25		25	25
LOW STRAIGHT = 30				
HIGH STRAIGHT = 40				
YAHTZEE = 50		50		50
CHANCE TOTAL OF ALL DICE	18	25		
LOWER SECTION TOTAL	65	88	53	88
UPPER SECTION TOTAL	36	19	24	34

HELLERS SCORES A YAHTZEE!

Just when everything was looking bleak.

MULTIPLAYER YAHTZEE

F1 Licenceware

So you've got these five dice, right? And you throw them on the floor up to three times and see what combinations you can come up with. Then you get points for these combinations and then you add all the points up and see what your total score is. And that's Yahtzee. And this is Multiplayer Yahtzee, on an Amiga.

Up to four people can play, the graphics are functional and it plays at a nice speed without too many options to get in the way. It all depends on whether or not you want to play it on the Amiga, or on the floor with a pen, some paper and five dice.

VERDICT: Well it's not going to change the world *(Barring some sort of Butterfly Effect-style escalatory occurence. – Ed)* but it's a fun game and worth a look.

★★

FORMULA 1 CHALLENGE

F1 Licenceware

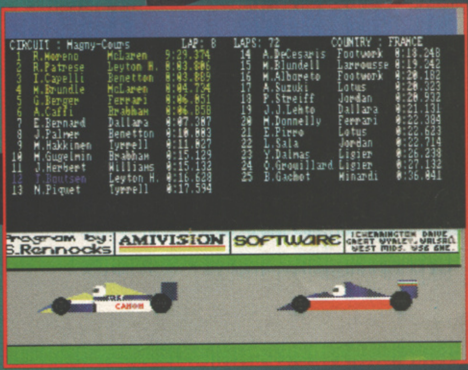
If you can't design a playable racing game, what's the next best thing you can do? Well, you could design a nicely presented, detailed but slightly flawed F1 management game instead – a bit like this one, in fact.

Yep, we've got all the teams and all the drivers but unfortunately we've got all the adrenaline-pumping action of This Morning with Richard and Judy. Let's get something straight right from the off: if you're going to 'do' a management/sim game about anything you've got to remember a few things. First you need all the details. (So far so good – we've all the drivers, teams, engines, courses, the lot.) Then you want all the right options and menus and things in the right place. (Yep, got those too.) Then you need to make sure that you can actually play the damn thing, use some proper strategies and really get somewhere. Ah, forgot that bit did we?

I could go on forever, niggling about the little things in the game, but the main problem is money. You spend all your time trying to accumulate more, only to spend it all and have no chance of buying any new equipment or engines, so you'll never win a race or get some more money – a horribly vicious circle. So instead of getting any enjoyment out of the thing you end up getting intensely frustrated instead.

VERDICT: I'm sorry, but I've always found pretending to race cars much more enjoyable than pretending to manage them.

★★



```
CIRCUIT : Magny-Cours          LAP: 8   LAPS: 72            COUNTRY : FRANCE
 1  R.Moreno     McLaren     9:29.374    14  A.DeCesaris  Footwork  0:18.248
 2  R.Patrese    Leyton H.   0:03.006    15  M.Blundell   Larrousse 0:19.242
 3  I.Capelli    Benetton    0:03.889    16  M.Alboreto   Footwork  0:20.182
 4  M.Brundle    McLaren     0:04.734    17  A.Suzuki     Lotus     0:20.323
 5  G.Berger     Ferrari     0:06.051    18  P.Streiff    Jordan    0:20.932
 6  A.Caffi      Brabham     0:06.858    19  J.J.Lehto    Dallara   0:21.131
 7  E.Bernard    Dallara     0:07.387    20  M.Donnelly   Ferrari   0:22.384
 8  J.Palmer     Benetton    0:10.003    21  E.Pirro      Lotus     0:22.623
 9  M.Hakkinen   Tyrrell     0:11.027    22  L.Sala       Jordan    0:22.714
10  M.Gugelmin   Brabham     0:15.129    23  Y.Dalmas     Ligier    0:26.238
11  J.Herbert    Williams    0:15.132    24  O.Grouillard Ligier    0:27.132
12  T.Boutsen    Leyton H.   0:16.628    25  B.Gachot     Minardi   0:36.041
13  N.Piquet     Tyrrell     0:17.594
```

Take a look at the leaderboard or just 'enjoy' the race as the cars fly by you on the track.

QUINGO

Magnetic Fields

Yes I do know this is a pub quiz game, but it's actually quite good. When this is the game I've played most all month, then it must being doing something right. Right?

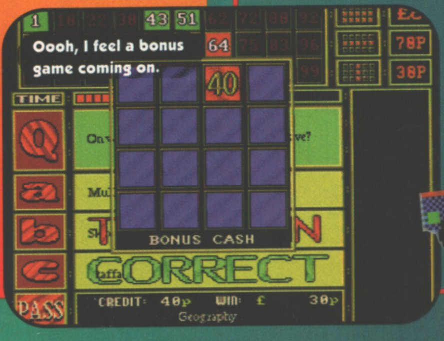
As with most pub-quiz games, the rules and concept aren't too hard to grasp – it's bingo, and you answer questions to collect numbers to fill up your card and win money. The more numbers you go for at once, the harder the question (picked from the seven categories and 3,000 questions) will be. You start with £1, each game is 20p a go, and when you've run out of money it's game over.

But wait, there's more. You see, some of the numbers are special bonus numbers that will either give you more money, or special bonus features such as Select Category, Pass, No C (so there are only two possible answers to the question) or even a Bonus Continue. And, believe it or not, it's this feature that makes the game work really well. Because you can see the numbers coming up in two or three goes, you can plan ahead – take three numbers if you're feeling lucky or you've got some bonuses already.

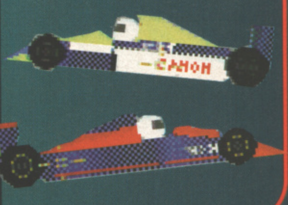
There are loads of questions, and in a good few days play I only came across the same question a few times and I must have seen hundreds. Okay, so you don't win any real money, but in a really lonely sort of way it's addictive stuff and something that should keep you entertained (and who said educated?) for a good while.

VERDICT: Very polished. And there are loads of questions and some nifty bonuses to make playing it a lot less boring than you might otherwise imagine.

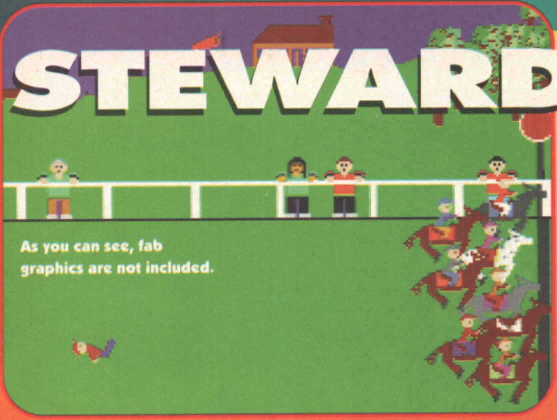
★★★★



Oooh, I feel a bonus game coming on.



STEWARDS' ENQUIRY

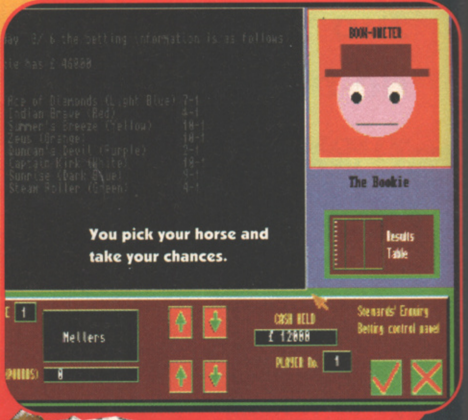

As you can see, fab graphics are not included.

Bus Stop PD
"They're under starters orders... and they're away." Or something like that anyway.

Just in case you haven't guessed from the title, the screenshots or the opening sentence, this is a betting game, and a licenceware one, too. It's very simple. You bet on horses and see if you can win some money, and you can even have up to eight people competing at the same time. And if you want, you can take the option at the start of the game to run a stable in the hope of winning big at the end of the season. The game has just the right number of options to fiddle with and although the graphics are a tad on the basic side (as with everything else in the game), they do their job.

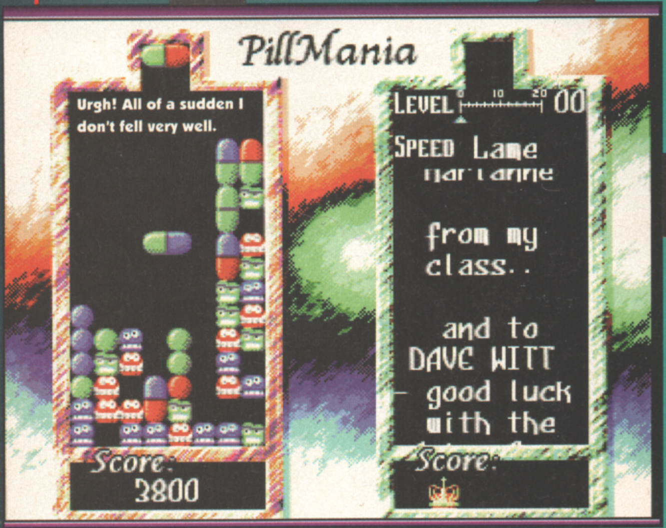
Heck, just load it up, pick a few horses, lose some pretend money and have a bit of a laugh doing it. Who could ask for more?

VERDICT: Well, it's not stunning and it's not poor. It just sits somewhere in the middle
★★


```
ay 3/ 6 the betting information is as follows

ie has £ 46000

Ace of Diamonds (Light Blue) 7-1
Indian Brave (Red)           4-1
Summer's Breeze (Yellow)     10-1
Zeus (Orange)                10-1
Duncan's Devil (Purple)      2-1
Captain Kirk (White)         10-1
Sunrise (Dark Blue)          9-1
Steam Roller (Green)         4-1
```

You pick your horse and take your chances.

PILLMANIA



nar'Larine

from my class..

and to DAVE WITT - good luck with the

Urgh! All of a sudden I don't fell very well.

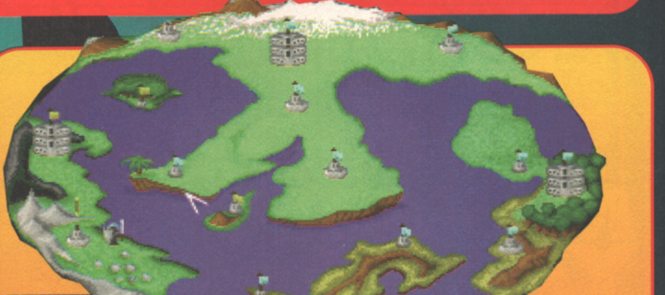
OnLine PD
Ever heard of *Dr Mario*, the Nintendo game? Well, if you haven't then plagiaristic *Pillmania* will quickly get you familiar with the game that's, ahem, inspired by *Tetris*, only not quite as playable.

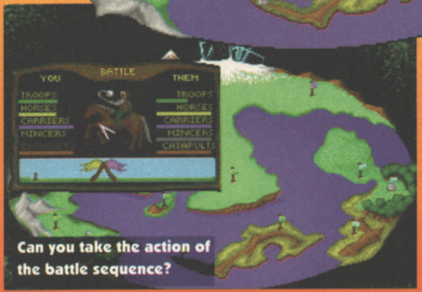
As with most puzzle games, the concept is simple: there are some germs in a jar, of all different colours, and by placing the falling pills in the jar so that you make a vertical or horizontal line of four the same colour, the germs will disappear. When you've got rid of them all you can move onto the next level and do it all over again.

The controls are a bit odd, and dropping the pills down is a bit too fast, but it's a good puzzle game and there's a two-player option which will always add a bit of life to a game. Yep, not bad.

VERDICT: It's slightly off with the controls, but apart from that it's a decent rip-off of *Dr Mario*, and an okay puzzle game.
★★★

FORTRESS



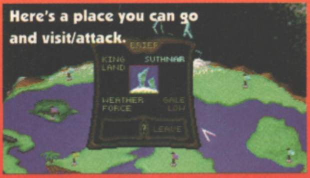


Can you take the action of the battle sequence?

F1 Licenceware
Oh no, it's combat/strategy time! Yep, get those thinking caps on and then prepare to saddle your horse and get fighting. Not that you actually do any fighting you understand, you sort of just sit back and watch and hope you sent out enough troops, horses and weaponry to deal with whatever enemy you come up against.

The aim of all this is to completely annihilate two other tribes so you can have the world all to yourself. *Fortress* is a very basic strategy game, sort of like *Mega-lo-Mania* without any of the options, and you'll quickly find that you will either finish the game and not want to play it anymore, or find it incredibly tedious and, er, not want to play it anymore. I think you get the point.

VERDICT: Too limited to be taken seriously, this will provide only a small amount of entertainment.
★ 1/2



Here's a place you can go and visit/attack.

WHERE TO GO

So where do you get this stuff from? Well, our helpers this month were Magnetic Fields who can reached on (0772) 881190, OnLine PD whose phone number is (0704) 834335, those lovely lasses at Bus Stop PD will talk to you if you ring (0455) 554982 and finally (if you're after F1 thrills) you can contact F1 Licenceware at 31 Wellington Road, Exeter, EX2 9DU. And that just about fills up this box nicely, don't you think?

AMIGA POWER

David Mathews
0225 442244

ADVERTISING RATES
£30 + VAT
per Company entry

AMIGA POWER MARKET PLACE
Beauford Court
30 Monmouth Street
Bath, Avon
BA1 2BW

Tel: 0225 442244
Fax: 0225 480325

We accept cheques
for payment

SOUTH WEST PUBLIC DOMAIN

YOU HAVE ALL TRIED THE COWBOYS
FOR YOUR AMIGA PD
NOW TRY THE INDIANS!

SMALL SOUTH WEST COMPANY NOW GOING NATIONAL/WORLD WIDE
OPENING OFFER TO ALL NEW CUSTOMERS FOR ONE MONTH ONLY FROM RECEIPT OF OUR CATALOGUE, ORDER FORM ETC.
OPENING OFFER FOR ONE MONTH ONLY ALL DISKS NOW ONLY

50P PER DISK

FULL CATALOGUE DISK ONLY £1.00
CHEQUES/POSTAL ORDERS PAYABLE TO: MR P VINCENT AND SEND TO
SOUTH WEST PUBLIC DOMAIN, (DEPT AP), P.O. BOX 89,
PLYMOUTH, DEVON PL1 3YR
LOADS MORE OFFERS IN OUR CATALOGUE

WANT TO CHEAT!!

Tips and Cheats Booklet
Consisting of Tips, Cheats and Level Codes for over 200 of the most popular Amiga games

Please send Cheque/P.O. for £2.95, made payable to S.FFORDE
***Featherstones*, Penhallow House, 33 Carbery Avenue**
Southbourne, Bournemouth, Dorset BH6 3LN

FREE X-COPY + VIRUS KILLER

N SYLVESTER PD

For Amiga PD Games & Utilities
Guaranteed Error Free
From only 60p per disk
for catalogue disk and FREE X-Copy + Virus Killer
send 80p + SAE to:
N Sylvester PD, 110 Wortley Road,
High Green, Sheffield S30 4LU
Make Cheques and Postal Orders payable to N. Sylvester

AmiCom PD

22 Church View Close, Havercroft, Wakefield,
West Yorkshire, WF4 2PH

Catalogue Disk 50p (refundable with first order)

Games, Utilities, Demos, Music, Animations, Slideshows Educational, Fonts, Clipart, Assassins Games, Fred Fish, Scope, Amigan, Arug, New Zealand and lots more..

Disk Prices: All disks 99p each
Postage & Package 50p
Make Cheques/Postal Orders payable to K M Lumsdon

ONLINE PD

TEL: 0704 834335
BBS: 0704 834583

ASI GAMES 1 TO 202

75P

Zombie Apocolypse II (AGA)
Star Woids (lmb Chip) (2)
Deluxe Galaga V2.3
Cosmine 5
Right Way

P&P 75p

Every 10 disks ordered choose another FREE
2 disk catalogue FREE with first order or send 3 x 25p stamps or 75p or a medium SAE with 25p stamp

Cheques / P. Orders payable to Online PD, Dept APW,
1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX.

Morton Strikes Back

REVIEWED THIS ISSUE
GREATLY ENHANCED 2MB AGA VERSION
NOW AVAILABLE - FEATURES:

- Accessible, addictive gameplay and super smooth (50 frames/second) parallax scrolling (on all versions).
- Improved backgrounds and foreground graphics
- More than 80 levels over 11 graphically different worlds
- Different difficulty levels
- Many secret hidden levels
- Swimming, flying and penguin rescuing sections
- many more features

ALL FOR ONLY £7·00

- Standard version (over 60 levels) for all 1Mb Amigas still available for only £5·00
- Upgrade for existing owners to AGA version only £2·50.

Please return your game disk together with your name and address.
ALL PRICES INCLUDE FAST FIRST CLASS DESPATCH.
OVERSEAS PLEASE ADD 50P.
Please make cheques/P.O.s payable to David Parsons and send to:
CONFUSED PELICAN SOFTWARE, OAKFIELD LODGE,
HATCH BEAUCHAMP, TAUNTON, SOMERSET TA3 6SG
Distributers required! Enquiries welcome. Tel:0823 480260

ADRENALIN SOFTWARE

Got a SEGA, NINTENDO, ATARI JAGUAR, 3DO, AMIGA, AMIGA CD32, MAC, PC, CD ROM, or PHILIPS CDi?
Good because we sell software for them all, accessories too!
HAVEN'T GOT ONE? WELL LOOK NO FURTHER!
We also sell SEGA, AMIGA, AMIGA CD32, ATARI JAGUAR, PHILIPS CDi and 3DO hardware. Give us a call if you would like one of our FREE PRICE LISTS
No SAE required. Call Leeds (0532) 383188 or write to:-
ADRENALIN SOFTWARE, P.O. BOX 21, MORLEY, LEEDS LS27 0XE.
stating which machine(s) you have. All our games are new and reasonably priced. Cheques or postal orders only. Please allow 7 days clearance for cheques. All items send recorded delivery, postage is £1·50 per software order, £1·50 per item for joysticks £7·50 per item for hardware.
Mon-Fri 1pm-8pm Saturday 9am-12 noon. Answerphone is on at all other times!

ASSASSINS PD

091 258 6418

Assassins games and utilities collection are now available direct from the producers for £1 plus p+p.
Why not join the ASI Club and receive 20% discount on every order.

Dept AP, 32 Ripley Avenue, North Shields, Tyne & Wear NE29 7SA

AMIVISION SOFTWARE

Formula 1
Challenge v4

Addictive and detailed multi-player formula one management simulation

Sign driver contracts from any of the 50 drivers, make engine and tyre supplier deals.
Check the weather conditions and forecast, call up the track information and set up your cars for qualifying. Choose your wing settings and tyre compounds as well as tuning the engines and even training your pit crew! Then it's on to the race...the engines rev as the drivers await the green light...then suddenly the light changes and the cars zoom off the grid.

Watch the races as they unfold with three levels of highlights, monitor tyre wear and grip levels, make pitstops. Crashes, spins, pile-ups, car failures, stop/go penalties, weather changes, fastest and record laps, pitstops, etc.

➤➤➤ NOW with full 1994 season details: drivers, teams, circuits, etc. ⮜⮜⮜

Accurate and detailed graphics of the cars, championship circuits, etc.
Qualifying, news section, realistic sound fx, load/save games, weather forecasts, statistics saved, sponsors, full drivers and constructors championships and so much more.

ONLY £14·95!
1Mb required. A1200 compatible

See our other programs in Amiga Format, CU Amiga, Amiga Computing, AUI and others
➤➤➤ Please make cheque/postal order payable to:- "S.RENNOCKS" ⮜⮜⮜
DEPT.AP, 1 CHERRINGTON DRIVE, GREAT WYRLEY, WALSALL, WS6 6NE.

TOP QUALITY DISKS
LOWEST PRICES

DOUBLE DENSITY
29p
Minimum order 10

ORDER HOTLINE
TEL: 0253 790147
FAX: 0253 895690
ADD £1 P+P

HIGH DENSITY
35p
Minimum order 10

■ THESE ARE HIGH QUALITY 100% ERROR FREE 3.5" DISKS WITH LABELS ■
■ ONE TO ONE REPLACEMENT OR MONEY BACK GUARANTEE ■

Cheques/PO's payable to: V Funnell, Greenacres, Lancaster Road, Pilling, Nr Preston PR3 6SR

NJH PD

Dept AP, 12 Meesons Mead,
Rochford, Essex SS4 1RN
Tel/Fax: 0702 546796 / 0585 348786

Many more disks in stock. If you can't see what you are after please phone and see if we have it. All disks will work on any Amiga unless otherwise stated.
Full catalogue available for only 75p or 3 1st class stamps.
(#)= Number of disks
All orders sent 1st class the same day

FREE DISKS
For every 10 disks ordered choose 1 free.

FROM **70p** A DISK

1-3 Disks £1 per disk
4-9 Disks 90 per disk
10-19 Disks 80p per disk
20+ Disks 70p per disk
Add 70p per order for P&P

Cheques/P.O. payable to NJH

GAMES
☐ Jet Strike
☐ Automobiles
☐ Sickball 2
☐ C-4
☐ Wally World (2)
☐ The Pyramid (2)
☐ Ant Wars (2)
☐ Les Dennis Hangman
☐ Taskforce
☐ Talisman (2)
☐ Moonbase (not 1.3)
☐ World Darts
☐ Strike n Spares
☐ Driving Maniacs
☐ Soccer Cards USA
☐ Galaga Deluxe
☐ Kung Fu Charlies
☐ Klawz The Cat
☐ Wibble World Giddy
☐ Neighbours (2)
☐ Grand Prix Manager 93
☐ Battle Cars 2
☐ 18 Hole Golf (2)
☐ Skidmarks
☐ Roulette
☐ Defender
☐ Deluxe Pacman

GAMES
☐ The Ultimate Quiz
☐ 10 Pin Bowling
☐ High Octane
☐ Billiards
☐ Ork Attack
☐ Dithel In Space
☐ Beetle
☐ Texas Chainsaw
☐ Extreme Violence
☐ Fruit Machine 2
☐ Star Trek (2)
☐ Road To Hell
☐ Dr Mario
☐ 21 Games Disk
☐ Mr Men Olympics (2)
☐ Wheel of Fortune
☐ Board Games
☐ Lemmingoids 2
☐ Elevation 2
☐ CLI-Tris
☐ Amosloadsamoney
☐ LCD Dreams
☐ Gameboy Tetris
☐ Megaball 2.1
☐ Star Base 13 (2)
☐ 100 PD Games (7)
☐ Tetris Pro

DEMOS
☐ Pha-Q
☐ Demons Rage
☐ Seven Seas Art (2)
☐ Wind it Up
☐ Satisfaction Guaranteed
☐ Sequential
☐ Flying Cow
☐ 9 Fingers (2)
☐ Fairlight 242
☐ Jesus On E's (2)(2D)
☐ Star Trek Rave Demo
☐ Desert Dream (2)
☐ Techno Mods (5)
☐ State Of The Art

UTILITIES
☐ Freecopy 1.9
☐ Microprose GP Editor
☐ Pools Predictor
☐ Crunchmania
☐ Crack And Copy
☐ Text Engine 4·1
☐ Spectrum 1·7
☐ Spectrum Games (8)
☐ Lock Pick 2
☐ D-Copy 3·1
☐ Octamed 2
☐ Grapevine 19 (3)

1200 UTILS
☐ Kick 1.4
☐ Videotraker AGA
☐ Andy WB3 Utils
☐ AGA Utils #1
☐ WB3 Backdrops
☐ Magic WB (hard drive)
☐ Magic WB Extras
☐ 1200 HD Prep

1200 DEMOS
☐ Uguala Damage
☐ Not Again
☐ Numb
☐ Brainstate in a Box
☐ Lethal Dose (2)
☐ Friday At 8
☐ Fatal Morgana
☐ Subliminal XTC (2)
☐ Beyond Relief
☐ Ray World (3)
☐ Empty Head
☐ Virtual Journey
☐ Origin (2)
☐ Full Moon
☐ Abstrax Pig
☐ Volcano
☐ Explicit 2
☐ Chanel No 5

1200 GAMES
☐ Stones AGA
☐ Bacman
☐ Yatzooie 2
☐ Hoi AGA Remix
☐ Dungeon Walker Demo
☐ AGA Megaball 3
☐ AGA Tetris
☐ AGA Klondike (3)
☐ Cards for Above (5)
☐ Motorola Invaders 2 (2)
☐ Mad Fighter
☐ Boron
☐ Oscar Game Demo
☐ Uchess (6 Meg)

1200 SLIDES
☐ GIF Beauties (14)
☐ Phobe Cates
☐ Tutankhman (2)
☐ Erika AGA
☐ Claudia
☐ Shad Art (2)
☐ Boris Vangelis (2)
☐ Worlds Beyond (3)
☐ Body Shop Pack (12)
☐ GIF Beauties (14)
☐ Visual Verbosity
☐ AGA Manga Slides (4)

---

50 TOP AMIGA GAMES
FOR ONLY £9.99 POSTPAID!!

These games are NOT Public Domain or Shareware!
They are ALL 1993 copywrited games titles

Adventures, Puzzlers, Platformers, Sports,
Shoot-em-ups, Beat-em-ups etc.
Some of these games were MEGAHITS

FUTURE SOFTWARE (AP)
8 MAGNOLIA PARK, DUNMURRY, BELFAST BT17 0DS
ALL AMIGAS -1 MEGABYTE MINIMUM!
Fast despatch on orders. Overseas add £2.00

SRG Computer Services

24 Betws Road, Ammanford, Dyfed, S.Wales SA18 2HE.

PD ONLY
75p
Full List upon request

Peripherals	
Amiga to Scart Lead	10·00
Quick Shot Joy Pad	9·00
Amiga Dustcovers	5·00
10 Kao Disks 100%	7·50
Disk Boxes (Hold 100)	6·95

FULL RANGE OF SOFTWARE IN STOCK
TELEPHONE FOR A COMPLETE PRICE LIST AND DETAILS ON *THE AMIGA USER CLUB.*
Cheques /Postal Orders, make payable to SRG Computer Services
Prices Inc P&P. Prices are correct at time of going to press.
All prices are subject to change without prior notice

TEL: 0269 851529

DO THE write thing

Moan, bicker, whine, complain and backstab – that's all we get from you. Honestly, you've been like a class of naughty schoolkids this month. Quiet at the back there, Peason!

Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Alternatively, jack in to a new technological dawn by leaving your comments on the FUTURE-LEISURE conference on CIX.

"BRUTALLY CANES BOYS"

Dear AP people,
So then, video games make you act violently? Well, I've seen more violence in a Dandy annual than in any Amiga game. Er... let me explain. I found a 1958 Dandy annual at a jumble sale (it looked valuable) and sat down for an hour to peek at the pages. Violence galore! I'll list some examples:

- Crackaway Jack. A cowboy who inflicts cruelty on two horses by whipping them and forcing them to drag a cannon along. He eventually shoots them when they grow too weak to carry the cannon, and then uses it to wipe out an Indian encampment.
- Towser's Towsings. Badger the bully beats up a boy called Towser 17 times. Towser then seeks revenge and attacks Badger.
- Old Ma Murphy. Brutally canes boys.
- Gunner Jim. Machine gunning boy kills Africans who are attacking English soldiers. Bleeding, dying Africans are shown in detail across two pages, promoting racial stereotyping and hatred.
- Shaggy Dog. Bald bloke canes a naughty dog.

These probably had a terrible effect on our parents as it gave them violent role models from an early age, whereas games display clumps of pixels and aren't as convincing as pictures or real people. I think.
Yours, Andrew Crane, Bournemouth.

We agree with Andrew.

"BONNET OF A DIAL-A"

Dear AP,
In response to 'that git Draper' I would like to reply to his points:
1. Who would want to buy a cheaper Mega Drive? It's crap.
2. Who would want to play *Cool Spot?* It's crap.
3. The Mega-CD is not equal to the CD32. It's crap. A standard Amiga 500 gives better graphics, gameplay and sound than a Mega-CD machine.
4. Mega Drive mags are crap. They are not a patch on the far superior AMIGA 'walks like a god amongst men' POWER.

Quick, someone restrain me. I have a sudden urge to repeatedly beat Draper's head to a pulp against the bonnet of a Dial-A-Ride van.
Yours, The Bilious Green Banana, Gloucester

Banana here was just one of the many readers who failed our Draper test set in AP39. We had hoped that AMIGA POWER readers would be above this sort of cretinous tit-for-tat slander, but apparently not. Thomas Scantlebury from York, Jimmy Wilson from Alloa, Richard Medley from Nottingham, Francis Beechey from Essex, Tiny Tim from Stafford, Lee Wellock from Bury, Epicanthus Farnsworth from Gillingham and Fearless Freddie from Perthshire all responded to Draper's puerile banalities with their own equally moronic ramblings, but thankfully, a few readers managed some level-headed, well thought out comments. Here they are.

"ATTITUDE WOULD BE CONTAINED"

Dear AMIGA POWER,
Having just read the letters page from issue 40, I decided to put pen to paper. I personally do not feel the need to indulge in a 'my machine is better than yours' argument, believing them to be petty and utterly pointless, two traits that Alister Draper seems to have in abundance.

I own an Amiga, my brother has a SNES and my other brother has a Game Gear. I often enjoy a quick game of *Mario* or *Sonic* and my brothers frequently use my Amiga. I could point out all the redeeming features of the Amiga, but it's really down to personal preference isn't it? I decided to buy an Amiga and a certain York resident chose a Mega Drive. Big deal!

I believe he was wasting time, paper and a postage stamp by sending you his views. I had hoped that this kind of petty attitude would be contained within console magazines. Obviously I was wrong. You really have to feel sorry for these people don't you?
Helen Smith, Glasgow.

Hooray for Helen Smith, who's rapidly becoming AP's voice of reason.

"DISCARD THE USELESS LUMP"

Dear AMIGA POWER,
I buy your mag each month as entertainment as well as to read the reviews and WOW! did I have a good chuckle at Alister Draper's letter. It sure is nice to know that people with his sense of humour exist.

I have absolutely no choice but to agree with his well-argued statement that the Mega Drive is a superior machine – after all, the Amiga can only offer such second-rate games as *Syndicate, The Chaos Engine, Cannon Fodder, The Settlers* etc as well as being useful as a word processor, a graphics station (watch Babylon 5), a musical instrument, an educational tool and all the other things that real computers can do. Of course, the Mega Drive runs, well, just games.

As for the price, well cripes! New Amiga games may cost as much as £20 from mail order companies, as opposed to 30 or 40 quid for carts.

Yes Alister, as I sit in front of my Amiga, typing up this letter and wondering what graphical delights I can come up with next on DPaint, I'm deeply jealous, so much so that I shall endeavour to discard the useless lump I'm currently using as soon as possible and join all the truly enlightened youths with their Mega Drives and their bottles of Biactol.
Yours amused, David Dickinson, Cornwall.

Good points, and sarcasm too. We approve. What we don't approve of is snotty, snooty format snobs, so we'll consider this case closed, thank you very much. And speaking of format snobs, how about this for genre snobbery...

"PORTSMOUTH TO THE EUROPEAN FINALS"

Dear AP,
Having just bought, read and totally enjoyed the August issue, I was placed in a state of shock to see the letter from Mark Bobowicz. How can he call the many thousands of people who buy football management games train spotters? If he had over five brain cells in his head he would realise that people buy these games because their favourite team is crap and they want to make Scunthorpe Utd European champions for the tenth year running.

Now I would firmly place a bet that Bobowicz doesn't like management games 'cos he can't play them. He likes to play arcade games but they're easy to play. Any arcade game has a weak point, even (and it saddens me to say) *Sensi.* I have bought, borrowed or played every management game under the sun because they are all different and there's always a sense of achievement when I've taken THE MIGHTY PORTSMOUTH to the European finals again.

With arcade games like *Stardust* or *No Second Prize,* once you've completed the game it's pointless playing it again because you know what to do, whereas on a management game there are promotions and relegations so the seasons are always different. So come on Mr Bobowicz, sort yourself out!!!!
Yours very annoyed, Tim Pyke, Gosport

Here's an experiment you can try out. Remove words such as 'management' and 'arcade' from this letter, replace them with 'Amiga' and 'Mega Drive' and you've got The Bilious Green Banana's letter from earlier on. If we don't see less of this terrible bigotry, then someone's going to get a thick ear, and soon.

"ONE THING AND VOMIT"

Dear AP,
Oh dear! (Expression compromised to prevent editing and censorship) I have just read Mark Bobowicz's letter from AP40 (pause to titter childishly at the name). Why do some people have to turn freedom of choice and expression into a personal attack on others who like and enjoy different pleasures? It can only be narrow-mindedness and selfishness surely!

Can't this guy see that what the Amiga needs is variety? From strategy games like *The Settlers* to shooting games like *SWIV,* from football management games to platformers even (although I say that through gritted teeth), this is what sets the Amiga apart from consoles and it's a good thing. People are all different and

DO THE write thing

demand different games.

But all games players should unite in one thing and vomit on Mark Bobowicz and his unhelpful views. I'm sorry to use such a drastic expression, so maybe you could substitute "unite and be not very nice to" instead.

I thank you, David Rusell, Surrey

Better.

"CHANGED MY OPINION"

Dear AMIGA POWER,

I have always been a reader of your mag and enjoyed it so much that I became a subscriber and had the bonus of an excellent free game and subscriber letter. I've never had a thing to complain about in the magazine, until I was looking at the contents page of issue 39 and was reading the little messages and noticed that one of them said "Cam would just like to say: 'I think it was Kurt, in the garage, with the shotgun.' "

I found this deeply upsetting as I have long been a fan of Nirvana and was very saddened to hear of Kurt Cobain's death. This has seriously changed my opinion of AMIGA POWER and I will have to think very hard as to whether I'll continue to get your mag.

Yours sincerely, Nirvana Fan

PS When Cam fell off his bike I hope it caused him a lot of pain, and I hope his bike was a complete write-off.

Cam says: "Well Mr Fan, I've mended well and my bike's in top condition too which, let's face it, is more than can be said for Kurt. John Lennon's untimely death was unavoidable and therefore a tragedy, Kurt Cobain's was just plain stupid. I think it's pathetic to see such a rich, talented and famous pop star ignore his privileged position, wallow in self pity and then top himself. Thanks for the concern about my near-fatal collision with a car, though."

"SOMETHING MORE SINISTER"

Dear AMIGA POWER,

I've just been reading your invaluable and exciting Official *Cannon Fodder* Playing Guide. It's really great and I've certainly picked up lots of useful tips and ideas. But one thing's bothering me – how come it says on the cover that it's 'Brought to you by Amiga Format, PC Format and ST Format' despite the fact that the book was written in its entirety by AMIGA POWER's very own Commander Cameron Winstanley? Is it just a bizarre printing mistake, or is there something more sinister going on?

Yours in confusion, Stuart Campbell, Sensible Software, Essex

Er, um. What did you say your name was?

"FOUR TIMES, YES FOUR!"

Dear AP,

I must say that Paul Jopp of Surrey a) is crap and b) must get no enjoyment out of his games. In The Last Resort he wrote in four times, yes four! What is the point of buying a game if you're just going to get someone else to complete it for you?

Tom Walsham, Cambridge

We agree with Tom, and will therefore continue to begin our Complete Control section with disparaging remarks.

"TRAGEDY AND YOUR INSENSITIVE"

Dear AP,

I have just finished reading AP40 and I am upset over the comments about Andrés Escobar in Points Of View. I am a football fan and I fail to see the funny side of it. The player's death was a tragedy and your insensitive comments were totally unjustified.

One other thing. Why was *Sensible Soccer International* not reviewed in AP40? I have had my copy about six weeks. Please explain.

Roy Harris, Bolton

Interestingly, you give your distress at us using Escobar's name as much weight as the Sensi question, so presumably you're all broken up about that too. We didn't review Sensi Soccer International *as it's virtually identical to the last version of* Sensi. *Having had it for six weeks, you should be well aware of that.*

"THAT PESKY ORANGE"

Dear AP,

I can't believe it! Why oh why have you stopped the message "Loading and Decrunching" on your coverdisks? There I was, looking forward to playing some of this *Impossible Mission* lark (you just can't beat this 8 bit cack) but I couldn't get it to load. There was no phrase, you see, to reassure me that it was still loading. However I did notice that pesky orange light flickering on and off but I still haven't worked out what it means. Anyway, after a few seconds of this, I came to the conclusion that it wasn't going to load and turned it off. PLEASE bring back this legendary phrase and put my mind at rest.

Yours very sadly, Julian Boreham, Rotherham

Oh har-de-har.

"BRIGHTON AND HOVE ALBION?"

Dear AMIGA POWER,

A few points regarding issue 40:

1. I liked the picture of the Siamese kitten in the *Heimdall* hints. You said it was a skull, but it was clearly an ickle wickle kitty-cat.
2. What was all that 'yesterday' business?
3. That Andrés Escobar joke was a bit off wasn't it? See also AP39 and the Kurt Cobain joke.
4. Kilmarnock? Surely not. Surely the greatest team in the British Isles is Brighton and Hove Albion?

Yours seagulls-for-champ-iously, Kate Flannagan, Worthing

No, it's clearly a Persian. It it were a Siamese it would be all thin, with those shifty blue eyes.

"SHAZNASTYBUMFUD WEASEL"

Dear AMIGA POWER,

Kangaroo Court

The case: The sticking character.

The accused: *Alien Breed* and *Heimdall 2*

Scene One: Your back's against the wall and the pressure doors are pounding. Your motion tracker's on line and set to 3.4 ambient. That's a big *("plucking" – Ed)* signal maaan! That can't be right! That's inside the room! Ripley go, go, go! I can't! My computer sprite's stuck fast and no matter which way I waggle my joystick, I can't get away from this wall! Rnghgnngnnhhhh!

Scene Two: The game hasn't been saved for ten days, your beard's catching between your toes and the ➤

STERN REPLY Winner

"AP IS SEEMINGLY IRREVERSIBLE"

Dear all that are to do with AP what used to be to do with YS,

The dreaded curse of ex-Your Sinclair personnel has swept plague-like through the offices of Future Publishing, and settled at AMIGA POWER. Hurrah? I think not. The tell-tale signs of a magazine about to fold are all too apparent:

● The plummet in size to a mere 100 pages.

● Just ten (ten, TEN!) new games reviewed in AP40.

● The departure of Stuart Campbell.

● A bloody joystick round-up. The first of many, I suspect.

● Sad, sad, sad and very lonely coverdisks in AP39 and 40.

And some other stuff as well, too.

You see, I'm just a tiny bit cross because my beloved £3.95 AP has begun to shrink, like a yogurt pot ablaze. Or something. The once obese delights of the reviews, tips and previews sections have become a mere shadow of their former selves. How proud you must have been to make that joystick feature S-T-R-E-T-C-H over four (four, FOUR!) pages. And I'm moaning even though I know it's summer, okay?

The editorial content has dropped, clanger like, to an all-time low. Indeed, I am fast running out of funds to finance the purchase of sufficient Tipp-Ex to remove all the ghastly exclamation marks from the *Clockwiser* review in AP40. However... the recent introduction of In The Style Of and the Kangaroo Court features are a welcome boon for us, the readers at home, although you forgot to include in the case for the prosecution, the musician responsible for the teeth-grindingly coma-inducing tunes in cutesy games. But anyway.

Even though the jinx bestowed upon AP is seemingly irreversible, I sincerely hope that the short time AP has left as an Amiga games mag (before it is cast into the pit of joystick round-ups and day trips to Ingoldmells) is put to good use. Don't let the Amiga die an untimely death in the name of crapness. I'm sure that in three, maybe four years time, such features will be hugged and cherished by Amiga owners starved of, er, things to do with the Amiga, but in the meantime stick to what AP has always done best – reviewing Amiga games. In a funky, skillo sort of a way. Of course!

How about a retro-review feature for the financially challenged? Here's an example of what I mean:

DIY Fast Bike Racing Game – 3 Easy Steps

1. Locate your copy of mediocre, ageing bike racing game *Super Hang On.*
2. Put your Amiga into 60Hz mode using a utility boot or similar program. There're squillions in the public domain.
3. Finally, load your copy of said game, and suddenly your dusty, old bike racing game is transformed into a full screen, all singing, all dancing 200mph burner to rival even the most recent of the Lotus trilogy. Probably.

Mr Roy Zucchini Surincial, Nottingham

Aw, give us a break. It was the summer, and we can't review games if no-one's writing any. (Unless we, for example, review PC games in the hope that you won't notice the difference when the Amiga versions come out three months later. But that would show a dismal lack of professionalism, and we doubt our fine readers would be fooled for a moment.)

But now it's the autumn, and AMIGA POWER once again bulges with reviews, barely leaving space for the meticulously-researched features we also adore. Decline? Far from it. This is the dawn of a new Golden Age. (Hang on, though – "The plummet in size to a mere 100 pages"? We've been 100 pages for as long as we can remember, bar the odd Christmas special. We could go up to, say, 108 pages if you like, but we'd probably have to fill at least half the extra ones with PC reviews.)

DO THE write thing

caffeine drip into your jugular's dry. Then... Enlightenment!! Of course! It's so damn obvious. Pour water onto the fire god, go next door and over the newly formed ice-bridge, down the stairs, jump, up the other side, into the room where there's a never-ending cavalcade of giants to battle with until you throw the rainbow jewelled ring into the thingy and... oh shaznastybumfudweasel. Young Heimdall's doing a Houdini impression 'cos he's stuck fast. Oh fiddlesticks.
Rob Forsdyke, Bromley.

Scarcely a problem that threatens the foundations of Amiga gaming as we know it, though.

"LEMMINGS TO THE NASTINESS"

Dear AP,
The crappest mark you have ever given a game is 3%, I think. It was *Dangerous Streets* and didn't it deserve it? I can see that just by looking at it. The best mark is 94% shared by *Cannon Fodder* and *Sensible Soccer*, and boy do they deserve it. Your average marks for the last three issues were as follows: AP37 – 69.623%; AP38 – 67.28%; AP39 – 64.628%.

As you can see, your marks get lower each time so either your reviews are getting tougher (a good thing) or the games are getting worse (a bad thing). Also, what's happened to Psygnosis? They have gone from the glory of *Lemmings* to the nastiness of *Prime Mover*.
Phillip Bevan
PS Can I have a signed photo of Lisa Pelley? *(Who? – Ed)*

If our marks are getting lower, then clearly games must be getting worse. There can be no other explanation. However, at the risk of suffering tedium-induced seizure of the entire cerebral cortex, try doing one more calculation to find the average of this month's marks. We suspect you'll find an improvement.

"SOLD AND THE CUSTOMERS"

Dear Sir,
While browsing in my local HMV store the other day, I noticed that the videos, tapes and CDs were being sold on a two-for-£10 basis. These were selling like wildfire while the computer shelves were neglected by the majority of the customers.

I think that software houses should adopt a similar strategy during the summer months to boost sales, since there's always a low point during these times. Perhaps if companies were to sell two games in a single volume for £30 or so, then maybe more would be sold AND the customers would be getting a better deal.
Yours faithfully, David O'Conner, Dinnington

Hmm. Interesting. They could even package together anything up to about six games, selling them at a discounted price. But what could they call this novel innovation? A 'compilation', maybe? Yes, that's got a nice ring to it.

"MUSIC WORLD WHILST READING"

Dear AMIGA POWER,
Has Iain 'Mr Mature' Heron-Stamp had a sense of humour bypass, or is he just old before his time? Being a full two years older than him (although young at heart) I nearly fell out of my bath chair when I read his letter. I mean, come on, does Iain really think that using a word such as 'hebetudinous' make him big and clever? Why not just write 'blunt' so that we all know what he's on about? It's not big and clever, it's just dull and boring and perpetuates the myth that anyone who's over 21 is well past their sell-by date and ready for the knacker's yard.

I'm surprised that someone as obviously grown up as Mr Heron-Stamp actually partakes in any activity as juvenile as playing computer games. Shouldn't he be at home in his carpet slippers, listening to his Dire Straits and Simply Red CDs and congratulating himself on listening to such great groups from the cutting edge of the music world whilst reading through his thesaurus looking for complicated and interesting words to use in letters?
Yours with great antiquity, Francis Donlevy, Bromley

Jonathan says: There's nothing wrong with carpet slippers.

"POST AND BROKE"

Dear AP,
I found this at work and thought you might like to see it. It happened when a car backed into a post and broke the number plate. Never has there been a truer word!
Yours sincerely, Mark Godwin

AP
ans Halshaw
Simply the Best

If any other readers are in possession of interesting AMIGA POWER-related road traffic accident debris, please send it in.

AND ANOTHER THING...

Regarding your review of *Elfmania* in issue 39, I thought your mark was spot on. After playing the demo of it on your cover disk, I can't understand how all the other mags can justify the 90s they gave it. I say stick with *Mortal Kombat*.
Declan Malone, Co Armagh

Unfortunately the truth can sometimes hurt, but AMIGA POWER never flinches from delivering it. Because we care. About you.

Click, wait, move, click, move, type name, wait, click, wait. Sorry, I was impersonating a football management game. Ha ha.
Graham Ribchester, Warrington

Ha ha.

May you always be known henceforth as 'The Flawed Ones' and may your souls wander for all eternity in the vortex of hopelessness, and may your beer go warm. Except Jonathan Davies, he's okay. Pay heed mortals, for I have spoken.
Rick 'Flopsy-Ears' Doidge, Solihull
PS And I tell you again, I care not that my surname is a thing to be mocked.

'The Flawed Ones'. We kind of like it.

James Attwood is bloody lucky. I wish I'd had the brains to think of writing to your mag for work experience. When I get back to school after the summer, my work experience will be in John Menzies. Oh well, at least I'll have direct access to your mag.
Gareth Brandwood, Runcorn

And, before you all reach for your biros, James **was** *bloody lucky. There will be no more like him for the time being.*

To people who buy management sims, don't. Write to a company called KJC Games at Thornton, Cleveleys instead. They do a play by mail football management game where you play against 19 other real people instead of playing against the computer.
Graham Ribchester, Warrington

And it takes a week between moves, presumably, rather than the more usual two days.

Stop bloody censoring every fodding swear word!
Tom Walsham, Cambridge

Stow that crud right now, you freaking melon farmer.

I agree with you, who agrees with Helen Smith. Can you please find it in your hearts to show us a photo of the lovely Helen?
Yours sincerely, Baron von Snazzy Shirt London

Sadly, we haven't got one. But here's a photo of Bucks Fizz instead.

Phwooar eh girls! (And lads.)

On your Secret Garden pages, who are the two very sexy females on the left, in the big picture? Could I get a photo of each of them as I think these women are a man's dream!
Jason Shand (16)

Tch.

There's a black central character in *Global Gladiators*, as either Mick or Mac is black. There are also black characters in *Street Fighter 2* and *Body Blows*. Admittedly there aren't many, but at least there are some.
Paul Suart, Leicester

Yes. You're right.

Whilst playing the *Cannon Fodder* demo from AP31, I noticed that stage four claims to have a tank. I still haven't found it. Where is it please?
Arthur Fowler, Rotherham

After a year you still haven't found it? Doesn't that suggest something? It's not there. Sensible forgot to put it in.

I had the pleasure, last year, of attending the FES at Olympia. And I'd like to say that I couldn't have survived it without the Chillout Zone. Will there be one at this year's FES?
Arthur Fowler, Rotherham

Yes! There'll be a new, improved Chillout Zone, and it'll be smokin'. See page 10 for all your Future Entertainment Show needs.

WRITE TO US AT:

Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.
Or cyber-post your letters to us at the FUTURE-LEISURE conference on CIX.

THE BOTTOM LINE

If life seems like an endless succession of poorly lit tunnels with nothing to distinguish one direction from another, fear not. AMIGA POWER brings you its monthly torch...

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Quite as good as this year's FES ★★★★ Almost as good as this year's FES ★★★★ Has its moments. But not as many as this year's FES ★★ Flawed, unlike this year's FES, of course ★ Dire, like last *(Snip. – Ed).*

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – *("Cam" – Uncle Joe Stalin)* ● JA – James Attwood ● TT – Tim Tucker ● SF – Steve Faragher ● SM – Steve McGill

'ALLO 'ALLO CARTOON FUN
Alternative £24.99

AP33 37% CW
Farcical french fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's basically a bog-standard platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas. ★

APOCALYPSE
Virgin £29.99

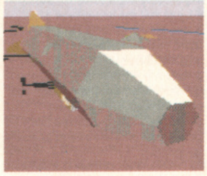
AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There's only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it overnight if you stay up all night and go bleary-eyed, that's for sure.
★★★★

ARCADE POOL
Team 17 £9.99

SHARP SHOOTER

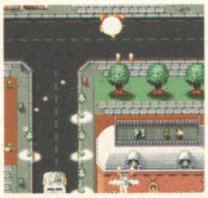
AP38 91% JD
It's like being down the pub with all the lads from team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool. ★★★★★

ARMOUR-GEDDON 2
Psygnosis £29.99



AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect high marks from other magazines 'cos it looks good.
★★

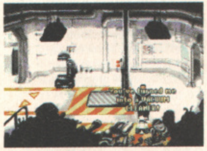
BANSHEE A1200
Core £26



AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and fall over) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of (selectable) power-ups, plenty of (alarmingly competent) monsters and rather a lot more fun than that. And no in-game music.
★★★★★

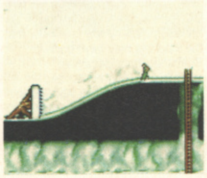
BATMAN RETURNS
Gametek £14.99
AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appalling control and shoddy graphics. Harder than *Project-X*, but without the saving grace of being nice to look at. You'll never see level three, largely because you won't be bothered to get there.
★

BENEATH A STEEL SKY
Virgin £34.99



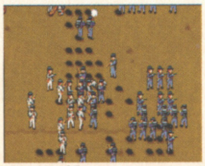
AP33 86% CW
AP Top 100 No. 42
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons' excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.
★★★★★

BENEFACTOR
Psygnosis £26



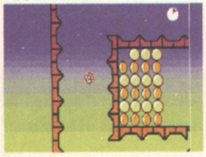
AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

THE BLUE AND THE GRAY
Impressions £34.99



AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

BOB'S BAD DAY
Psygnosis £29.99



AP32 85% CW
AP Top 100 No. 56
Original and great fun, *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay. ★★★★

BODY BLOWS GALACTIC
Team 17 £26.99

AP33 72% CW A1200 79% SM
Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow.
★★★

BRIAN THE LION
Psygnosis £29.99

AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love.
★

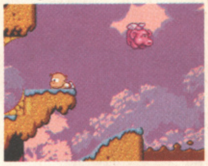
BRUTAL SPORTS FOOTBALL
Millennium £25.99
AP32 88% SM

AP Top 100 No. 88
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurrence. The control system is intuitive and extremely good, the choice of tactics almost unlimited.
★★★★

BUBBA 'N' STIX
Core £25.99

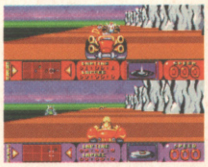
AP34 84 % CW
AP Top 100 No. 59
Redresses the shortage in the games market for inbred morons from the deep South of America. Bubba is our eponymous hero who has to get back to planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it well above the average platformer.
★★★★

BUBBLE AND SQUEAK A1200
Audiogenic £30



AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

BUMP 'N' BURN
Grandslam £26



AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few

➤

more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

BURNTIME
Kompart £30

AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of *Duney* (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of.
★★★

CAMPAIGN 2
Empire £24.99

AP34 51% CW
Looked forward to with enthusiastic anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetanland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.
★★

CANNON FODDER
Virgin £29.99

AP32 94% CW
AP Top 100 No. 2
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoooom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of strategy, puzzle and arcade action. They say war will never be this much fun again, allegedly.
★★★★★

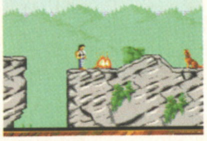
CHAOS ENGINE A1200
Mindscape £25.99

AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.
★★★★★

CIVILISATION A1200
Kompart £34.99

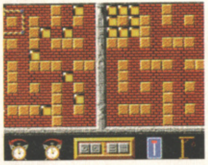
AP34 89% SF
AP Top 100 No. 50
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.
★★★★★

CLIFFHANGER
Psygnosis £15



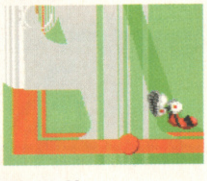
AP39 19% SF
The world's worst film licence. ★

CLOCKWISER
Rasputin £13



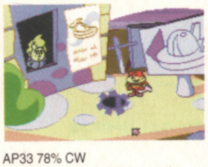
AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

COOL SPOT
Virgin £29.99



AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an inimitably cool fashion. ★★★★

COSMIC SPACEHEAD
Codemasters £25.99

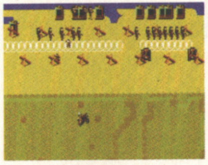


AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists.
★★★★

CYBERPUNKS
Core £25.99

AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game. ★★★

D-DAY
Impressions £35

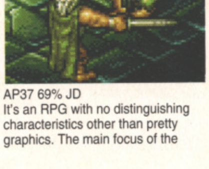


AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles.) Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.
★

DANGEROUS STREETS CD32
Flair £25.99

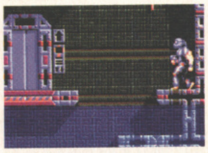
AP35 3% SC
The leading name game on the new CD32 pack, but it could single-handedly destroy any credibility that the machine may have built up. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.
★

DARKMERE
Core £29.99



AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits.
★★★

DEEP CORE
ICE £25.99



AP32 54% SM
Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.
★

DENNIS
Ocean £25.99

AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace.
★

DOOFUS
Prestige £28

AP33 4% JN
Look, just don't bother alright. It got 4% and we don't do that lightly, whatever people might think.
★

DRACULA
Psygnosis £20

AP39 14% JD
The world's other worst film licence.
★

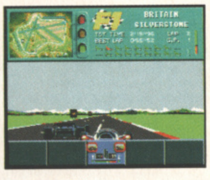
ELFMANIA
Renegade £26

AP39 61% SC
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

EMPIRE SOCCER
Empire £26

AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. Certainly one of the top five games of 1994. ★★★★★

F1
Domark £25.99

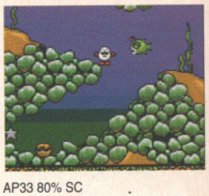


AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. *F1* is without a doubt the fastest racer on the market and the best thing of all is that gameplay and handleability are not sacrificed despite the speed. If you're in the market for a seriously good, seriously fast racer, or your other racing games are starting to look a bit tired after years and years of high speed, engine-revving action, buy this little beauty. It's one of those games that quite literally blows away the competition. ★★★★★

F117A
Microprose £34.99

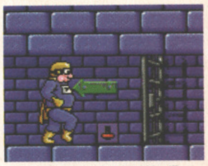
AP33 86% SM
Not a huge amount of difference here from other Microprose flight sims, most notably *F19*. The F117A is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission.
★★★★

FANTASTIC DIZZY
Codemasters £25.99



AP33 80% SC
Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.
★★★★

FATMAN
Black Legend £25.99



AP34 A500 66% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there's sure to be some tortured souls out there who'll take offense at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.
★★★

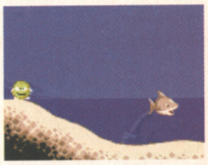
FLY HARDER
Buzz £9.99

AP36 90% CW
CD32 £14.99 72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with a keyboard is your only chance of success. ★★★★★

FRONTIER: ELITE 2
Gametek £34.99

AP32 A500 65% (A1200 75%) RL
AP Top 100 No. 100
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it really should be. ★★★

FURY OF THE FURRIES
Mindscape £25.99



AP34 77% CW
AP Top 100 No. 65

Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game. ★★★★

GENESIA
Mindscape £29.99

AP33 JD 73%

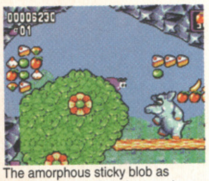
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal.
★★★

GLOBAL DOMINATION
Impressions £34.99

AP34 67% CW

The board game Risk is the inspiration for this computer strategy game that feels like a board game. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £34.95 is globally overpriced.
★★★

GLOBDULE
Psygnosis £29.99
AP33 82% DG



The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun. Besides, we like leaping around and sticking to things.
★★★★

GOBLINS 3
Coktel Vision £34.99

AP34 77% JN

Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular, until you reach the bank that is.
★★★

HEIMDALL 2
Core £34.99

AP37 79% SM

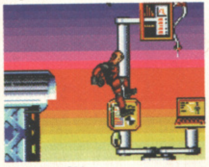
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, other are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

IMPOSSIBLE MISSION 2025
Microprose £35

AP39 75% SC

Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. MicroProse's infinite wisdom has it that the tightly focussed, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26



AP39 52% SM

A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

INNOCENT UNTIL CAUGHT
Psygnosis £29.99

AP35 81% CW

Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable.
★★★★

INTERNATIONAL SOCCER
Zeppelin £9.99

AP38 23% JD

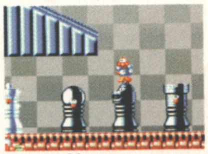
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap.
★

ISHAR 3
Daze £33

AP41 50% CW

Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all.
★★

JAMES POND 2 ROBOCOD CD32
Millennium £29.99



AP32 45% SC

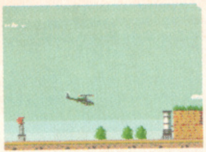
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you.
★★

JAMES POND 3
Millennium £29.99

AP38 46% SC

Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.
★★

JET STRIKE
Rasputin Software £26.99
AP32 68% DG



A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap.
★★★

JURASSIC PARK A1200
Ocean £27.99

AP33 71% SM

Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.
★★★

K240
Gremlin £29.99

AP37 83% SM

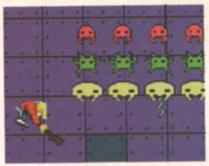
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. You're job, to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and asteroids to smithereens. Its a race to mine enough ore to build enough ships to go out there and push the enemies face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for sure.
★★★★

KICK OFF 3
Anco £26

AP40 69% SM

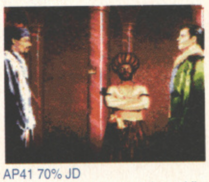
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinbally feel to this series. But! it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★

KID CHAOS
Ocean £26
AP41 71% JD



Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr. ★★★

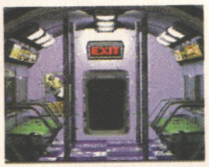
KING'S QUEST 6
Sierra £35



AP41 70% JD

Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5. ★★★

LABYRINTH OF TIME
Electronic Arts



AP35 CD32 47% CW

Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing. ★

LAMBORGHINI AMERICAN CHALLENGE
Titus £25

AP34 74% A500 80% A1200 SF

Crazy Cars 3 with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders. ★★★★

LAST ACTION HERO
Psygnosis £20

AP39 3% SC

The world's other other worst film licence.
★

LEGACY OF SORASIL
Gremlin £25.99

AP36 80% SM

Look, it's *Hero Quest 2*, alright? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

LIBERATION: CAPTIVE 2 CD32
Mindscape £34.99

AP33 91% SF
AP Top 100 No. 33

The first game that really gets around to using the CD32 to its maximum potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

LIBERATION A1200
Mindscape £29.99

AP36 89% SM
AP Top 100 No. 33

They said it couldn't be done, but A500/600/1200 owners with 1.3 megs of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

MAELSTROM
Empire £34.99

AP35 72% SM

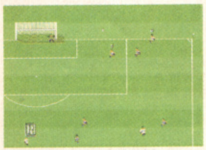
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

MAGIC BOY
Empire £25.99
AP33 37% SC

We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a ➤

few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small.
★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS
Krisalis £29.99



AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans.
★★★

MEGA MOTION
Black Legend £9.99

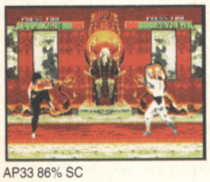
AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

MICROCOSM CD32
Psygnosis £44.99
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored.
★

MONOPOLY
Supervision £27.99
AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

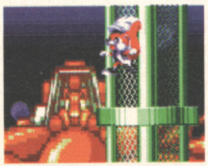
FREE PARKING

MORTAL KOMBAT
Virgin £29.99



AP33 86% SC
AP Top 100 No. 27
Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoying. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun, fun.
★★★★★

MR NUTZ
Ocean £25.99



AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

NAUGHTY ONES
Interactivision £25.99

AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble, Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

ON THE BALL
Daze £30 (£33 AGA)

AP41 85% SF
At last – someone's sat down and realised that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

OUT TO LUNCH A1200
Mindscape £25

AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is truly gruesome.
★★★

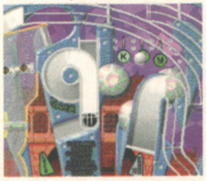
PERIHELION
Psygnosis £29.99

AP36 77% CL
Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad.* The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like, etc. ★★★

PINBALL FANTASIES A1200
21st Century £29.99

AP32 91% JN
AP Top 100 No. 10
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway.
★★★★★

PINBALL FANTASIES CD32
21st Century £29.99

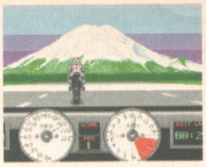


AP32 90% SC
AP Top 100 No. 10
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

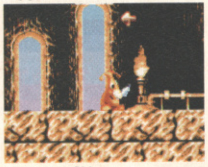
PIRATES! GOLD CD32
Microprose £29.99

AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers are all phrases which will slip off your tongue when you play *Pirates! Gold.* It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

PRIME MOVER
Psygnosis £25.99
AP32 22% SC
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis – so don't. ★



PUGGSY
Psygnosis £29.99



AP36 40% SM
Puggsy? Crapsy, more like. ★

PUTTY SQUAD A1200
System 3 £30

AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.

QUIK
Titus £20

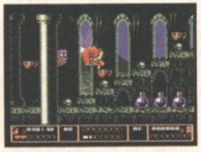
AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed.
★★

THE RYDER CUP A1200
Ocean £29.99

AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £29.99
AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. *(er, sort of. – Ed)* Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in about an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks. We're holding our breath.
★★★★★

SECOND SAMURAI A1200
Psygnosis £29.99

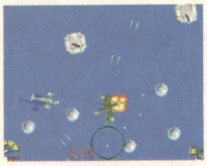


AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SECOND SAMURAI
Psygnosis £29.99

AP32 90% JN
AP Top 100 No. 19
After *First Samurai* comes, er, *Second Samurai.* And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more even more style than its already stylish predecessor. Hari-kiri has never been so much fun. ★★★★★

SEEK AND DESTROY
Vision Software £19.99



AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, fun and extremely difficult. It's got good noises and dull graphics.
★★★

SIERRA SOCCER
Sierra £24.99
AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying.
★★★

Germany 0:0 Bolivia

SIMON THE SORCERER
Adventure Soft £34.99

wizard has returned!

AP34 69% JD
Point and click adventure with a 'spot the fairy tale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid.
★★★

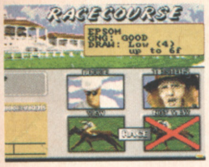
SKIDMARKS
Mindscape £24.99

AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.
★★★★

SNAPPERAZZI
Alternative £19.99

AP34 36% SM
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20.
★

STABLE MASTERS 2
ESP Software £24.95
AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're



not a big fan of the gee-gees.
★★★

STARDUST
Daze £16.99

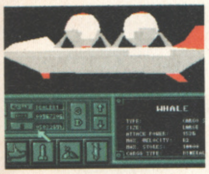
AP33 89% SC AP Top 100 No. 23
Superb looking and eminently enjoyable *Asteroids* with a thousand more levels, features and enhancements. Great music synchs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. So buy it!
★★★★★

STAR TREK A1200
Interplay £34.99

Mr. Scott
ns are off-line!

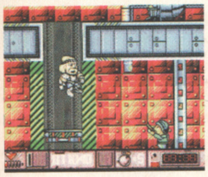
AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini adventures none of which offer enough to whet your interest beyond being slightly bored.
★★★

SUB
Thalamus £30



AP33 62% JN
A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately.
★★★

SUBURBAN COMMANDO
Alternative £24.99

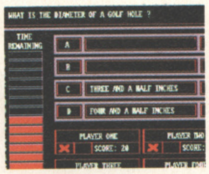


AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. You'd expect rubbish from a game like this, with such an obviously tacky tie-in. But Stuart was kept busy and amused for quite a while. He even stopped watching re-runs of the cult Australian '70s TV series Canoe Squad when he was playing this. It stars Hulk Hogan too.
★★★

SUPER METHANE BROTHERS
Apache £25.99

AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble,* but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there.* Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe *Bubble Bobble* wasn't actually that wonderful all along.)
★★

SWITCHQUIZ
Switchsoft £29/£37



WHAT IS THE DIAMETER OF A GOLF HOLE ?
TIME REMAINING
A
B
C THREE AND A HALF INCHES
D FOUR AND A HALF INCHES
PLAYER ONE SCORE: 20
PLAYER TWO SCORE:
PLAYER THREE
PLAYER FOUR

AP41 54% CW
Pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print, Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that repeat. Data disks are promised, but even so Trivial Pursuit still rules the stupid quiz game roost.
★★

T2 – THE ARCADE GAME
Virgin £25.99

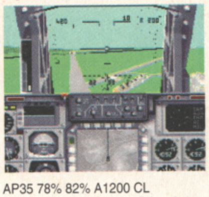
TERMINATOR ONE
00028550
CREDITS 04
TERMI
0000

AP33 57% SC
Terminator 2 is a predictable shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on...
★★

THE SETTLERS
Kompart £34.99

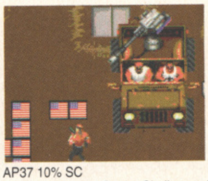
AP32 88% A1200 90% CW AP Top 100 No. 38
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won.
★★★★★

TORNADO
Digital Integration £34.99



AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry for people to cheap to fly the real thing.
★★★

TOTAL CARNAGE
ICE £29.99



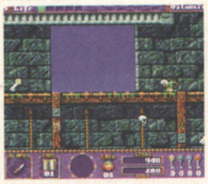
AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but when all's said and done, it comes down to the simple fact that only the name gives you a clue to the origins or aims of the game. We advise you to give it a well earned miss.
★

TORNADO A1200 VERSION
Digital Integration £39.99

SITUATION
Mission

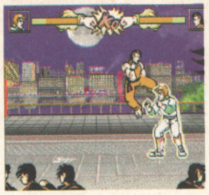
AP38 82% JD
There are minimal differences between this and the ordinary version. More colours etc.
★★★★

TRAPS 'N' TREASURES
Krisalis £25.99



AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

TUBE WARRIORS A1200
Dynabyte, £25.99



AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables. On a monday. In the market. ★

ULTIMATE BODY BLOWS
Team 17 £30 CD32

AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions of *Body Blows* Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30

AP39 61% JD
No it isn't.★

UNIVERSE
Core £35

OPEN THIS DOOR SUBVERSIVE HUMANOID!

AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it.★

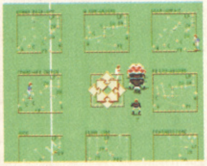
VALHALLA
Vulcan £30

AP39 19% CW
Not, regrettably, the redundantly drawn-out Speccy adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot.★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200

AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but it's all let down by the sticky speed and uncomfortably small pitch. Let's hope there's a version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £19.99



AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WILD CUP SOCCER
Millennium £26

AP40 14% CW
How to kill a good idea about football with violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, who will just zip in and steal the ball leaving you helpless. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26.★

WIZ 'N' LIZ
Psygnosis £29.99

WIZ-00003250
×2
BONUS

AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun and more than a little bit addictive. Somewhat surprisingly.
★★★

WORLD CUP CRICKET MASTERS
ESP £25

AP39 14% SM.
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished and playable affair. It's good to see independent companies having a go, but that's the only good thing you can say for this awful game.
★

WORLD OF SOCCER
Challenge £20

You are out of work!

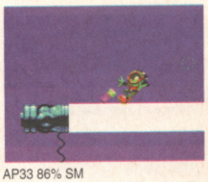
AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this 'game'.
★

WORLD CUP USA '94
US Gold £26

USA94
11 S.Dragomir
0

AP41 20% SM
Terrifyingly awful overhead-view footy game with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year.
★

ZOOL 2
Gremlin £25.99



AP33 86% SM
It's good to know that there are still some platformers out there that look and feel really good to play. The programmers of this little beauty have really let their imaginations go and stretched the normally rather dull platform genre to its limits. The game features some really rather beautiful animations, quite stunning backgrounds and, most importantly, playability by the bucket full. And the puzzles aren't 'alf bad either, mates. All of this and more makes *Zool 2* well worth buying. For once, and contrary to some popular opinion as expressed in modern music, you *can* believe the hype.
★★★★

the

Come with us now to a smoke-filled cellar where The Four Fabs; Jon, Cam, Steve and Pello, are waiting to serenade you with a classic medley of small ads. (Yeah, yeah, yeah.)

THE
FOUR
FABS

SOFTWARE

● Boxed originals – *Desert Strike, Warlords, Distant Armies, Rainbow Collection* and many more all £6 each.
Neil Whitehead
(0527) 870726

● *Special Forces, Mortal Kombat, Body Blows, Street Fighter 1+2, F17 Challenge, Nick Faldo Golf, Sword of Honour* – All games boxed, £5 each.
Matthew Gillett
14 Cleveland Tower, Holloway Heap,
Birmingham, B1 1UB

● *Chaos Engine* £12, *Body Blows* £10, *Alien Breed 2* £12, *Lemmings* £10, *Waxworks* £10, *Jag XJ220* £10. All boxed + Free Gift.
Martin Keegan
(0782) 658783

● *Striker* £6, *Micro Machines* £10, *Sensible Soccer* £10, *Pushover* £4, *Dizzy Prince of the Yolk Folk* £4, *Turtles* £4. Many others, just ring.
Chris Barraclough
(0858) 575269

● *Football Crazy* comp, *Sleepwalker, Rainbow Islands* – £5. *Body Blows, Captive, Street Fighter 2, Ishar, Nigel Mansell, Megasports, Lion Heart, Abandoned Places, Sensible Soccer* – £10. *Premier Manager* – £15. All boxed originals.
Mark Forrest
(061) 474 1321

● *Gunship 2000* £15, *Skidmarks* £12, *Stardust* £10, *Overdrive* £8, *Harlequin* £7 and *Wordworth V1.1* only £30. All boxed and with instructions.
Jeremy Langer
(081) 458 1910.

● *Premier Manager* £6, *Putty* £5, *PushOver* £5, *GFL Champ. Golf* £3, *WWF, Pit-Fighter + Final Fight* £10, *Historyline* 1914-1918 £20. All originals.
Matt Allen
(0509) 239134

● *Nick Faldo Golf* £10, *Railroad Tycoon* £10, *American Gladiators* £8, *Sim City/Populous* £12.
Gareth Pollard
(0409) 221524

● Many top games including *Dune 2, Syndicate, Speedball 2, PGA Tour Golf* and *Body Blows.*
Jason Lyle
(0648) 28195

● *Hired Guns, Cannon Fodder, Gunship 2000* – £15 each.
Eddy Chevli
(0223) 354512

● *Flashback*, hardly used, box and instructions £20. *Bart vs The Space Mutants, Art of Chess, GB Route Planner* - £3 each or £8 for all three. *Indiana Jones: Fate of Atlantis* Hint Book £8. All offers considered, ring after 4pm.
Ben Sowden
(0532) 688945

● *Zool, Pacific Islands, Striker, Chuck Rock 2, Wing Commander, Pinball Dreams, Trolls, Overkill, Stardust* – £12 each.
Richard Farrimond
(071) 828 6961

● Bargains. *Sim City/Populous* £10, *Vikings* £5, *Dragons of Flame* £4, *Carrier Command* £4. All boxed originals, excellent condition.
David Grant
(0383) 720755

● *Simon the Sorcerer, Nippon Safes, Kyrandia, Kings Quest 1, Space Quest 1, Loom, Zak McKracken, Maniac Mansion, Operation Stealth*, £5 to £15. All originals.
Cath Tiffney
(0296) 85210

● *Frontier: Elite 2* £15, *Batman Returns* £12, Both for £25. Unwanted gifts, brand new, boxed with instructions.
Tom Woolvett
(0323) 505428

● *Team Yankee, Turrican 2, Louts 2, Spirit of Excalibur, Storm Master, Celtic Legends, Harlequin, Castle Master, F-29 Retaliator, The Godfather – Action Game* – £8 each.
Paul Burdess
(091) 517 0512

● *Beneath A Steel Sky + Liberation* for sale, £20 each. Must collect. Phone after 6pm weekdays.
David Hickey
(0928) 563851

● *Frontier: Elite 2* + saved positions £15, *Monkey Island 2* £10, *AV8B Harrier Assault* £10, *Beast Busters* £10.
Paul Ellwood
(0793) 782045

● *Frontier: Elite* 2 £14, *Body Blows Galactic* £13, *History Line* 1914-1918 £18, *Sleepwalker* £5, *Road Rash* £8, *Street Fighter 2* £5.
Alan Webb
(0455) 291716

● *Z-Out* £5, *TV Sports Football* £5, *F-29 Retaliator* + mission disk £8, *Speedball* (with poster) £6.
Craig Littlejohn
(0592) 758218

● Bargain games for Amiga: *Mr Nutz* £5, *Disposable Hero* £4, *Uridium 2* £4 + lots more. Quick sale needed.
Lee Holden
(061) 736 2738

● Rare games for sale; *Paradroid 90, Borodind, Dragon Breed, Battle Squadron, Dungeon Master, Anarchy, Ivanhoe, Deja Vu 2, Infestation, Laser Squad* etc. etc. Reasonable offers.
Dawn Thompson
(0493) 653195

HARDWARE

● A1200, boxed, type through cover and second Cumana disk drive, lots of mags, plus two games and joypad. All for £300. No offers.
Daniel Smith
(0243) 673413

● A1200 with Philips Monitor, external disk drive, two mice, over £200 worth of utilities & hundreds of games all in perfect condition. Worth over £1000, sell for £600. After 6pm weekdays, anytime weekends, must collect.
Scott Williams
(0905) 359060

● A500+, 2Mb, A570 CD-ROM, 40+ original boxed games, 3 CD-ROMs, everything boxed, only £280!
Murray Gordon
(0254) 823012

● Sega Master System 2 with 9 games and joystick. Games include *Populous, Sonic* and many other top games. £80
Neil Ault
(0364) 643428

● Amiga 600, 30+ games, mouse and joystick, excellent condition. Lees than a year old with a few mags, £200.
Enis Hudaverdi
(081) 993 1658

● A1200 + 64Mb HD. 1084S monitor, magic WB, 20 games, DPaint 3. £340 – no offers. Phone for games list.
Rupert Patterson
(0272) 502329

● A500+, 1Mb, loads of games + coverdisks, mouse and joystick. £200 ono. Also Sega Master System, 3 games, £50 ono.
James Britt
(0344) 421697

● 1Mb Amiga 500 with joystick, mouse, dust cover, null modem cable, *Prodata, DPaint 2+3*, 110 blank disks, £150 worth of games and mags – £400 ono.
Kenneth Hinchcliffe
(0628) 823085

● AMIGA POWER Issues: 12-19, 21-23, 25-33 – £3 each – with coverdisks, perfect condition or £50 the lot
Saskia Pickard
(0746) 780309

● Game Gear with 5 games, 1 carry case, and AC adaptor for £70. Please phone after 6pm.
Andrew Gibson
(091) 384 4363

● Amiga 500+, 1Mb upgrade, external drive, Philips monitor, £400+ worth of games. All for £350 ono, must be able to collect.
Robert Edwards
(0268) 792922

● 2Mb A600, 22 full price games, 25 magazines, mouse and joystick. £200 ono.
Angus Brown
(0224) 621905

● A600, wicked condition, joystick, mouse + mat, games; Syndicate + data disk, *Desert Strike, Chaos Engine, Fate of Atlantis, Populous, Speedball* & *Lemmings*, 3 disk boxes. Bargain at £250 ono.
Annupret Singh
(081) 568 4117

● Lynx 2, with carry case, AC adaptor and 12 games (not all with instruction) worth over £350 will sell it for £100
Alex Walsh
(0959) 577684

● A600 2Mb, 2 joypads and mouse, 30 games – *Chaos Engine, Desert Strike, Frontier: Elite 2, SF2*, boxed with instructions + video digitiser, all good condition, £300 ono.
David Menzies
(0346) 513033

WANTED

● *Championship Manager Italia* for Amiga 500+, will pay up to £15.
Alan Byrne
(0792) 898521

● *Desert Strike, Cannon Fodder, Qwak, Elite.*
Peter Wade
(0296) 631858

● *Elvira* games, boxed originals with manuals.
Tony Picking
152 Monks Road
Lincoln
LN2 5PL

● *Skidmarks* & *Armourgeddon.*
Eddy Chevli
(0223) 354512

● *Syndicate* or *Cannon Fodder* for *Sensible Soccer, Gold*, or *Viz*! All boxed, and no pirates.
Marc Farmer
(0268) 520823

● I am willing to pay £10 for *Hill Street Blues* (for Amiga 600) with instructions or £8 without instructions.
Michael Melvin
(0928) 791964

● Desperate for *Syndicate, Settlers, Civilisation* and *Silent Service* originals only or will swap, phone for list.
(0272) 405460

● Any football related stuff or games for A1200. Please phone after 6pm.
Richard Hyslop
(0946) 692496

● *M4 Sherman*, good price paid for mint condition copy.
Chris
(0273) 731034

● *Moonstone.* Will pay £5 or swap for Team 17's *Full Contact.*
Andrew Oliver
(0271) 74294

● I am willing to pay up to £15 for good horse racing games, boxed and with instructions for an A1200.
Benjamin Bentley
(061) 740 3899

● Desperately seeking a cribbage game for my Amiga plus. Professional or PD. Please help!
Paul Philips
29 Ormestone Hse,
Bristol
BS13 9HG

Ultima 6, Bards Tale 2 or *3, Space Crusade* wanted for £20.
Edward Tillotson-Sills
(0724) 732732

● Does anyone have a copy of *Battle Isle*? Will pay up to £15 for original version only or will consider swap.
Chris Armstrong
(0692) 580086

secret cavern

SWAPS

● *Bill's Tomato Game, Lemmings 2, Jurassic Park, Alien Breed 2* and *Assasin* – swap for any good games, all boxed.
Kevin Smith
(0564) 822606

● I will swap my *Chaos Engine* and *WWF 2* for your *Secret of Monkey Island 2.* Boxed only, please.
Matthew Stabler
(0892) 522358

● Will swap *Robocop, Test Drive 2* and *Euro Championship* (yep, 3 for 1) for *Chaos Engine.*
Stephen Gillard
(0754) 85689

● Swap my *Pinball Fantasies, Cannon Fodder, Dynablaster, Striker* and *Flashback* for anything good.
Simon Beaumont
Longpiller Mill, Bishops Hole
Taunton, Somerset
TA4 1ND

● Swap CD32 software *Seek and Destroy, Arabian Nights, Zool, Dangerous Streets, Liberation, Sabre Team* for *Pinball Fantasies, Alien Breed, Microcosm, Zool 2* or *Whales Voyage.*
Mr A Toshack
(031) 346 1035

● Swap *Innocent Until Caught* and *Sabre Team* (A1200) for *Heimdall 2* (A1200) and *Second Samurai* (A1200).
Bill Stanton
(0268) 270801

● Will swap my *Syndicate, Mega-lo-Mania* or *First Samurai* for *Desert Strike, Flashback, The Settlers* or *Dune 2.*
Jason Beech
(0742) 647039

● How about my *Lemmings 2* or *Eye of the Beholder 2* for your *Space Hulk* or *Dynablaster?*
Andrew Baxter
(0937) 834381

● My *Lemmings 2* with box and instructions for *Sim City* or *Populous 2, or Zool* and *Striker* for *Steel Sky*, or *Monkey Island 2.* All originals, no pirates please.
David Young
(0337) 827037

● Swap *Goal!, Premier League, Body Blows, Galactic* (AGA), *Walker* and *Zool* (AGA) for *Pinball Fantasies* (AGA), *Desert Strike, Liberation, Sabre Team* (AGA) and *Skidmarks.* No pirates!
Marcus Herbert
(0661) 860254

● My *Simon the Sorcerer* (AGA), *Heimdall, Lemmings 2, Putty* and *F1GP* for your *Beneath a Steel Sky, Flashback* or *Monkey Island 2.*
Tom Werber
(0473) 735666

● *Lemmings 2, The Chaos Engine, Stardust, Simon the Sorcerer.* Wants: *Beneath a Steel Sky, Alien 3.*
Nick Compton
37 St. Micheals Road
Warwick
CV34 5RS

● My *Skidmarks + Lemmings* for your *Syndicate* or *Beneath a Steel Sky* (boxed originals only).
Roham Jackson
(0734) 757847

● My *Cruise for a Corpse* and *Leisure Suit Larry* for your *Simon the Sorcerer* – no pirates.
Darren Quinton
(071) 989 7263

● My *Heimdall 2* (AGA) for your *Ishar* 3 or *Darkmere* (AGA) if possible, other games will be considered.
Bruce Milne
(0595) 84578

PEN-PALS

● I am writing an RPG, and would like to hear from any good artists. Examples of work would be useful.
Andrew Lunn
37 Magdalen Road
North End
Portsmouth, Hants
PO2 9HS

● I would like to hear from any female A1200 owner, er, please.
Jason Shand
29 St. Margaret's Road
Inverness
Scotland
IV3 5AF

● 13 year old male, DPaint animator, looking for DPaint 4 AGA fans with A1200. Male or female, 100% reply.
Gary McIntosh
34 Kilgarth Street
Kirkwood
Coatbridge
Scotland
ML5 5SY

● I would like a pen pal with an Amiga to swap games and tips. Age 12 to 13, preferable male.
Steven Wyke
9 West Field Close
Normandy
Middlesborough
TS6 0HX

● I am an A600 owner on a valiant search for pen pals 14+ m/f and I am interested in computer mags, tips and music. 100% guaranteed reply.
Matthew Green
12 Hillside Crescent
Lisburn
Co. Antrim
N. Ireland
BT28 2BA

● Looking for A1200 owner, male or female. Interests include football, tennis, basketball and computer games. 100% reply.
Owen Farrington
Ave du triangle 8
1420 Braine l'Alleud
Belgium

● Pen pal wanted, any age, male or female. I enjoy computer games and writing, so I'll reply to everyone. I'm 15.
Shona McIntosh
34 Kilgarth Street
Kirkwood
Coatbridge
Scotland
ML5 5SY

● 19 year old male, A2000 owner, Adones graphics and demos, wants 17+ pen-pal. 99.9% reply, send photo if possible.
Wajdy Al-Zayer
Kfupm
P.O. Box 7550
Dhahran
Saudi Arabia
31261

● Looking for 11/13 year old boy, interests Amiga A500s, football, comics. UK only, will answer all.
Edward Cycaude
474 Obelisk Rise
Kingsthorpe
Northampton
NN2 8SU

● I'm 14 years old, looking for a m/f pen pal around the same age. Please send photo, 100% reply.
Michael McHugh
3 Cheyne Walk
Croydon
Surrey
CR0 7HH

● I'm 19 and own an A1200. Looking for overseas pen pal to swap games, tips and things... 100% reply.
Sergio Jurado Teron
P.O. Box 831
Almeria
Spain
04080

● I have go an A500+ with loads of games. You must be 14 years old or over.
Daniel Insley
25 Smedley Street East
Matlock
Derbyshire
DE4 3FQ

● Pen Pals wanted, especially males, with a view to romance! I am attractive (so I am told) and I like music and travel.
Dee McCormick
84 Galemoor Avenue
Gosport
Hampshire
PO12 2TW

● Contacts wanted worldwide. 100% reply.
David Lock
8 Anchor Buildings
Seedhill
Paisley
Scotland
PA1 1JW

● Looking for A600 contacts to give me some ideas on demo making, music, etc...
Steven Douglas
11 Lewis Street
Bilston
West Midlands

● I've got an A500+ and I am interested in most things, so boys (especially) or girls 15+, write to me please...
Lena Wylie
17 Emra House
Easton
Bristol
BS5 0RX

● I'm looking for overseas contact with other Amiga users. 100% reply
Cormac Robinson
Diekmannstraate 1A
48531 Nordhorn
Germany

● 21 Year old Amiga & PC owner, looking for pen-pal to join Special Reserve Club, because their offers are only available in the UK.
Dewyn Dieter
De Teerlink 38
8530 Harelbeke, Belgium.

The Secret Cavern is yours to use for free – but it's not for use by profit-making organisations or public domain libraries, so they'd be wasting their time writing to us – understand? Send your completed coupons to: The Secret Cavern, AMIGA POWER, 30 Monmouth St, Bath BA1 2BW.

THE SECRET CAVERN

Name ____________________
Address ____________________
____
Postcode __________
Telephone Number ____________________

☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

____
____
____

October 1994

BREAKFAST SANDWICH

Runs On: Wholemeal bread
Publisher: Cannonfodder
Author: Cam Winstanley
Price: 17p
Release: Out now

Cue titles: Series of static pictures showing anatomically-undetailed characters sitting at improbable angles on a magic carpet. Burst of terrible music.
Caption: The Arabian Knights.
Caption: Today's Episode – Bakaar's Treasure.
(Cut to cheap picture of palace room. The Arabian Knights – Tourhan, Nydah, Rasim, Fariq, Bez and Zazoom – stand unmoving in poses of great horror. Their eyes blink occasionally. Some spears are poking at them jerkily.)
Vangor *(off)*: I have you now, Arabian Knights.
Tourhan: Quickly. Knights. We must. Escape from. This trap.
Bez: Size of an elephant.
Nydah: Look out.
(Two soldiers rush at them in an odd perspective, holding spears.)
Rasim: Ha ha. I, Rasim, shall teach these insolent puppies manners.
(He picks up a large pot and throws it. Descending whistle. The pot hits the running soldiers and kills them instantly.)
Bez: Size of a flying horse.
Vangor *(off):* I have you now, Arabian Knights.
(More soldiers rush in at slightly the wrong speed relative to the background.)
Fariq: Rosan flotar.
(Some furniture rises mysteriously into the air. Ascending whistle. The soldiers' heads explode.)
Bez: Size of a small walnut.
Bakaar: Curse you, Tourhan.
Vangor *(off):* I have you now, Arabian Knights.
Bez: Size of a blue thing.
Reviewer *(pulling off Zazoom disguise):* All this excitement is making me hungry.
Readers: Pshaw.
Reviewer: Well.

GRILLED

If a thing's worth waiting for, it's really worth waiting for. Cannonfodder's Cam has been quiet now since, ooh, his *Elevenses Thing* (AP9, 86%) and it's obvious by this new offering that he's spent the time knee-deep in fiendish taste combos. (And not, for example, creating *Elevenses Thing 2*, announced as "coming soon" the same month the original was released. Scoffware publishers, eh? We love 'em.)

Flying arrogantly in the face of the wisdom we mighty beings at AMIGA POWER dispense in a distressingly futile attempt to improve the sandwiches we see, the base of Cam's offering is pure toastum-fodder, using brown bread of a wholemeal grain but only lightly grilled and swathed in margarine for that insanely exhaustively-adopted, horribly soggy, collapsing-in-your-lap feel. Gak. IT'S A STUPID, POINTLESS, DISASTROUSLY MESSY IDEA YOU OAFISH, BABBLING LUNATICS and we hate you all for it.

Fortunately for Cam, however, this imbecilic fault is rectified by the imagination shown in the topping design. A layer of brittle peanut butter adds texture and crispness to the bread, and a fat crown of jam beefs up the sugar content no end. The method's similar to the one used in Audiogenic's *Graham Gooch World Class Sandwich licence,* but with strawberry jam rather than raspberry. It's a twist that makes all the difference, and lends a splendid sweetness to the segments of banana jogged across the filling before the top slice of bread is squashed on.

Phwoar, eh lads?

This is not a sandwich you nibble politely: this is a sandwich you wolf down in three chunks at the most, spilling jam and banana and listening to your taste buds pop with the exhilarating overload of it all, and then throwing down a glass of skimmed milk in one to dislodge the choking mulch. It's vastly encouraging to see that independent publishers can still come up with something dramatically exciting like this while the big leaguers churn out the same old formula starch-rich rubbish.

What prevents Cannonfodder's *Breakfast Sandwich* from reaching the peak of light meal perfection is its lack of options. The recipe's unusually strict, with the only deviation allowed in the order of the banana slices and top square of toast: if you like, you can close the sandwich first, and use the banana as garnish. Er, cheers. Still, Cam, it gives you something to aim for with Version 1.1, eh? In your own time, of course.

● ***JONATHAN NASH***

"Yum yum."

"What do you think of this, Cam?"

"I am the Lord of Darkness. Obey my will."

UPPERS Thick, juicy, glisteningly organic sandwich containing all the major food groups, and fascinatingly dangerous. At one point I went into heaving spasm before I could reach the milk – it's quite the most interesting thing I've eaten in ages.

DOWNERS The lack of options is a terrible shame. Our resident alcoholic found the insistence on full-sugar jam and notoriously tricky banana led to unfortunate expulsion incidents in a hangover situation.

THE BOTTOM LINE

Marred by linearity it may be, but this is a tremendous breakfast.

81 PERCENT

THE BOTTOM LINE FOR DIABETICS

You must be joking.

AMIGA

NEW! CD³² EXPANSION MODULE & CD-ROM DRIVE FOR A600/1200

FROM SILICA – THE UK's No1 AMIGA SPECIALISTS

FREE! FROM SILICA

When you buy your Amiga computer from Silica, at our advertised prices, we will give you one or more free gifts. The gifts include the new Chaos pack, enhanced AGA version for A1200 and A4000, GFA Basic & Photon Paint II. Check this ad to see which gifts come with each Amiga from Silica.

CHAOS! SOFTWARE PACK

CHAOS ENGINE	£25.99
SYNDICATE	£34.99
PINBALL FANTASIES	£29.99
NICK FALDO'S CHAMPIONSHIP GOLF	£34.99
CHAOS PACK:	£125.96
GFA BASIC v3.5 - Powerful Basic Programming Language	£50.00
PHOTON PAINT II - Powerful Graphics Painting Package	£89.95
TOTAL VALUE:	£265.91

WORTH OVER £265

CD³² SPECTACULAR VOYAGE

SX-1 CD³² EXPANSION MODULE

NEW! TURN YOUR CD³² INTO A POWERFUL DESKTOP COMPUTER!

FREE! GOLD FISH DOUBLE CD

Connect a keyboard, floppy drive or hard drive, plus more to your CD³². Ports / connections included:

- FLOPPY PORT
- IDE HD PORT
- SIMM CONNECTOR
- KEYBOARD PORT
- SERIAL PORT
- PARALLEL PORT
- VIDEO PORT
- MPEG THROUGH
- AUDIO INPUT
- DISABLE SWITCH
- REAL-TIME CLOCK
- FREE Gold Fish Dble CD

£199 INC VAT - CCA0100

SX-1 CD32 Black Keyboard PKE 0120 £39 INC VAT

CD³² SOFTWARE

CODE	DESCRIPTION	INC VAT
ARA 5601	Alien Breed/Qwak	£21.99
ARB 1211	Banshee	£29.99
ARB 1431	Battlechess	£29.99
ARC 2641	Cannon Fodder	£29.99
ARC 4041	Elite II	£22.99
ARG 8861	Gunship 2000	£22.99
ARH 3271	Heimdall 2	£34.99
ARI 2941	Impossible Mission	£26.99
ARJ 1561	James Pond 3	£34.99
ARL 0121	Labyrinth Of Time	£21.99
ARL 2361	Legacy Of Soracil	£29.99
ARL 4321	Liberation	£24.99
ARL 6321	Lost Vikings	£29.99
ARU 5621	Ultimate Body Blows	£29.99
ARZ 5631	Zool II	£19.99

A FULL RANGE OF GAMES, FILMS & MUSIC VIDEO TITLES ARE AVAILABLE FOR CD³² - CALL FOR A PRICE LIST

AMIGA CD³² 32 BIT
CD-ROM GAMES CONSOLE
AMIGA CD³² 32-BIT POWER
SPECTACULAR VOYAGE
32bit
AMIGA CD³²

2 GREAT CD TITLES MICROCOSM + CHAOS ENGINE

PLUS 4 EXTRA TITLES WHILE STOCKS LAST

- DANGEROUS STREETS
- DIGGERS
- OSCAR
- WING COMMANDER

- 32-BIT POWER
  The worlds first CD-ROM console to use 32-bit technology, 4 x faster than a 68000 CPU
- 2Mb RAM
- CD QUALITY STEREO SOUND
- 16.8 MILLION COLOUR PALETTE
- GAMES FROM BELOW £20
- PLUGS INTO A TV OR MONITOR
- PLAYS MUSIC CDs
- DUAL SPEED
  Transfers data almost twice as fast as ordinary CD-ROM drives
- MULTI-SESSION
  Recognises ALL data on CDs, even if the information was added after initial pressing
- 11 BUTTON CONTROL PAD
- COMPATIBLE WITH 26 CDTV TITLES
- FULL SCREEN VIDEO-CD
  Optional extra FMV module - Available Nov '94, allows you to watch films on the CD32 - compatible with the latest Video-CD standard, endorsed by JVC, Matsushita, Phillips and Sony
- CD-i LINEAR COMPATIBLE
  With optional FMV module, will play CD-i films and music videos
- 2 FREE CD TITLES
  - MICROCOSM
  - CHAOS ENGINE

  PLUS, WHILE STOCKS LAST
  - DANGEROUS STREETS
  - OSCAR
  - WING COMMANDER
  - DIGGERS

SECOND CD³² CONTROLLER COMPETITION PRO ~~£19.99~~ £14.99 CCA 0540 INC VAT

FREE DELIVERY IN UK MAINLAND

CD³² + 6 FREE CD TITLES £239 INC VAT - CCD 3299

AMIGA 4000 SPECIFICATIONS

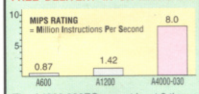
INCLUDES:
- Deluxe Paint IV AGA
- WordWorth V2
- WordWorth Print Manager

FREE CHAOS! PACK

MONITOR OPTIONAL EXTRA

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY IN UK MAINLAND



The A4000 030EC runs at least 9 times faster than the speed of the A600.

GRAPHICS :
- 16.7 MILLION COLOURS
- RESOLUTIONS UP TO 1280x512 AND 800x600

OPEN ARCHITECTURE:
The A4000 has been designed for maximum flexibility providing plenty of room for memory & peripheral expansion.
- 4x16/32-BIT ZORRO III SLOTS
- 3xPC-AT SLOTS
- 1x24-bit VIDEO SLOT

POWER :
- 1.76Mb 3½" FLOPPY DRIVE

NEW! AA CHIPSET

AMIGA 4000 CONFIGURATIONS

The Amiga 4000 030EC is available in a 4Mb RAM, 214Mb Hard Drive version from Silica (please see below). It is fully configured and approved and carries Commodore's full one year on-site warranty. RAM upgrades are also available from Silica. Due to current fluctuations in the market, please call for upgrade prices.

FREE SOFTWARE INCLUDED

Deluxe Paint IV AGA	WORTH £99.99
WordWorth V2 AGA	WORTH £129.99
DIGITA Print Manager for WordWorth	WORTH £39.99
TOTAL VALUE:	£269.97

25MHz 68030EC DESKTOP 4Mb RAM 214Mb HARD DRIVE £999 INCLUDING VAT - AMB 3215

RAM UPGRADES CALL FOR PRICES

C= APPROVED

Silica are a fully authorised Amiga dealer. We can upgrade Amiga 600 or 1200's with hard drives, for new or existing owners, without affecting Commodore's official on site warranty. We offer other upgrades and repair service for A500 and A500PLUS computers.

UPGRADES & REPAIRS
- *Latest test equipment*
- *20 trained technicians*
- *1,000s of parts in stock*
- *FAST, 48 hour service*
- *We can collect (£5+VAT)*
- *FREE return courier*
- *All work guaranteed*

CALL FOR A PRICE LIST

COLOUR MONITOR FOR ALL AMIGAS

FREE AMIGA CABLE FROM SILICA

PHILIPS 8833 Mk II

- .42mm Dot Pitch 14" Colour Screen
- 600 dots x 285 lines Resolution - 15.75KHz
- Analog RGB, Ditigal TTL and Composite Video
- Anti-glare Screen
- External Controls: Volume, Green Switch, Brightness, Contrast, Saturation, Horizontal Shift
- Stereo Sound with Headphone Socket

CABLE REQUIRED FOR CD32 CAB 5235 - £8.95 INC VAT

FREE DELIVERY IN UK MAINLAND

£219 INC VAT - MON 8833

COLOUR MONITOR FOR ALL AMIGAS

FREE STEREO SPEAKERS & CABLE FOR CONNECTION TO THE AMIGA

MICROVITEC 1438 MONITOR
- .28mm Dot Pitch 14" Colour Screen
- Up to 1024 x 768 Resolution
- 15-38KHz Horiz Frequencies
- Analogue RGB Input
- External Controls: Brightness, Contrast, Horizontal and Vertical Centring/Height
- Anti-glare Screen
- Stereo Sound

FREE DELIVERY IN UK MAINLAND

£299 INC VAT - MON 5438

TV/MONITOR FOR ALL AMIGAS

SHARP TV + VIDEO UNIT £399 INC VAT MON 6512

FREE AMIGA SCART CABLE
- 14" Remote Control Colour TV/Monitor
- Inc RGB Scart Socket for use with Amigas
- Infra Red Remote Control
- On Screen Display to Adjust Colour/Volume
- On/Off Timer
- Flash Back Feature
- 40 Channel Programme Memory
- FREE Amiga Scart Cable from Silica

FREE DELIVERY IN UK MAINLAND

£169 INC VAT - MON 8500

CD-ROM DRIVE FOR A1200

NEW

OVERDRIVE CD
- CD32 compatible CD-ROM Drive for the A1200
- Plugs into the PCMCIA port - RAM expansion port can still be used
- Features Mitsumi FX001D Dual Speed Drive
- Reads CD32, ISO9660 (PC), Audio and HFS (Mac) CDs
- Includes CD32 emulation software, *PLUS** software to play Audio CDs and View Kodak Photo CDs and a list of tested software and requirements

*Some software requires additional RAM in the A1200

FREE DELIVERY IN UK MAINLAND

£199 INC VAT - CCD 2199

3½" HARD DRIVE FOR A1200

EXTERNAL OVERDRIVE 35

FREE! - WORTH £39.99 CIVILISATION AGA

NEW

- Plug-in External 3½" Hard Drive
- 170, 250 and 340Mb Versions
- Plugs in to PCMCIA Port
- Allows Data Transfer at twice the speed of an internal drive
- Can be used as second drive for more storage capacity
- Flexible + portable storage unit
- Styled to match Amiga 1200
- FREE AGA Software - CIVILISATION
- Use does not affect Commodore Warranty

FREE DELIVERY IN UK MAINLAND

170Mb HD	£269	INC VAT - HAR 3517
250Mb HD	£289	INC VAT - HAR 3525
340Mb HD	£329	INC VAT - HAR 3535

AMIGA 1200 PACKS + HARD DRIVE OPTIONS

RACE 'N' CHASE

NIGEL MANSELL
AMIGA 1200
RACE 'N' CHASE
TROLLS
AS STANDARD 2Mb RAM BUILT-IN

FREE CHAOS! PACK *PLUS!* GFA BASIC

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY IN UK MAINLAND

PACK INCLUDES:
- 2Mb Amiga 1200
- Trolls AGA
- Nigel Mansell's World Championship AGA

+ *FREE FROM SILICA* (See Top Left)

RACE 'N' CHASE

RAM	HD	Price	Code
2Mb RAM	0Mb HD	£299	INC VAT - AMC 1224
2Mb RAM	85Mb HD 16ms	£449	INC VAT - AMC 1485
2Mb RAM	127 HD 16ms	£499	INC VAT - AMC 1527
2Mb RAM	200Mb HD 17ms	£529	INC VAT - AMC 1600
2Mb RAM	340Mb HD 16ms	£699	INC VAT - AMC 1640

COMPUTER COMBAT

AMIGA 1200 32-BIT POWER
COMPUTER COMBAT
AS STANDARD 2Mb RAM BUILT-IN

FREE CHAOS! PACK *PLUS!* GFA BASIC

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY IN UK MAINLAND

PACK INCLUDES:
- 2Mb Amiga 1200
- Total Carnage
- Brian The Lion
- Zool 2
- WordWorth V2
- WordWorth Print Manager
- Day By Day Planner
- Personal Paint V4

+ *FREE FROM SILICA* (See Top Left)

RAM	HD	Price	Code
2Mb RAM	0Mb HD	£349	INC VAT - AMC 2049
2Mb RAM	85Mb HD	£499	INC VAT - AMC 2086
2Mb RAM	127Mb HD 17ms	£549	INC VAT - AMC 2128
2Mb RAM	200Mb HD 17ms	£579	INC VAT - AMC 2201
2Mb RAM	340Mb HD 16ms	£749	INC VAT - AMC 2341

AMIGA 1200 SPECIFICATIONS
- 68020EC Processor - 14.19MHz Clock Speed
- 32-bit Architecture/2Mb Chip RAM
- Amiga DOS v3.0/Built-in TV Modulator
- AA Chip Set/16.8 Million Colours
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot
- 96 Key Keyboard with Numeric Keypad
- 2½" Internal IDE Hard Drive Options
- 1 Year On-site Warranty

HARD DRIVE OPTIONS
- Approved 2½" Hard Drives
- Fitted correctly below metal safety shield - does not invalidate warranty
- Covered by Commodore's Official 1 Year On-Site Warranty
- Look for Special 'Official Upgrade' sticker

THE SILICA SERVICE

SILICA 1978 1994 16 YEARS SERVICE TO YOU

Before you decide when to buy your new computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- ***FREE OVERNIGHT DELIVERY:***
  On all hardware orders shipped in the UK mainland (there is a small charge for Saturday delivery).
- ***TECHNICAL SUPPORT HELPLINE:***
  A team of technical experts will be at your service.
- ***PRICE MATCH:***
  We match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 16 YEARS:***
  We have a proven track record in professional computer sales.
- ***PART OF A £50M A YEAR COMPANY:***
  With over 300 staff - We are solid, reliable and profitable.
- ***BUSINESS + EDUCATION + GOVERNMENT:***
  Volume discounts are available. **Tel: 081-308 0888.**
- ***SHOWROOMS:***
  We have demonstration facilities at all our stores.
- ***THE FULL STOCK RANGE:***
  All of your computer requirements are available from one specialist supplier.
- ***FREE CATALOGUES:***
  Will be mailed to you, with special reduced price offers, as well as details on all software and peripherals.
- ***PAYMENT:***
  We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA

SILICA IS A DIVISION OF PRODIS PLC

13300308-4

MAIL ORDER 081-309 1111

PLUS TECHNICAL AND HEAD OFFICE

1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLUS BRANCHES AT:

BRISTOL	Debenhams - (3rd Floor), St James Barton	0272 291021
CARDIFF	Debenhams - (1st Floor), 46-50 St. David's Way	0222 399789
CHELMSFORD	Debenhams - (2nd Floor), 27 High Street	0245 355511
CROYDON	Debenhams - (2nd Floor), 11-31 North End	081-688 4455
GLASGOW	Debenhams - (5th Floor), 97 Argyle Street	041-221 0088
GUILDFORD	Debenhams - (3rd Floor), Millbrook	0483 301300
HARROW	Debenhams - Open Sept '94, Station Road	081-427 4300
HULL	Debenhams - (2nd Floor), Prospect Street	0482 25151
IPSWICH	Debenhams - (2nd Floor), Westgate Street	0473 221313
LONDON	52 Tottenham Court Road	071-580 4000
LONDON	Debenhams - (3rd Floor), 334 Oxford St	071-493 3735
LONDON	Selfridges - (Basement Arena), 369 Oxford St	071-629 1234
LUTON	Debenhams - (1st Floor), Arndale Centre	0582 21201
MANCHESTER	Debenhams - (3rd Floor), Market Street	061-832 8666
PLYMOUTH	Debenhams - (3rd Floor), Royal Parade	0752 266666
SHEFFIELD	Debenhams (3rd Floor), The Moor	0742 768611
SHEFFIELD	Debenhams - Open Sept '94, Meadowhall Centre	0742 568555
SIDCUP	1-4 The Mews, Hatherley Road	081-302 8811
SOUTHAMPTON	Debenhams - (1st Floor), Queensway	0703 223888
SOUTHEND	Keddies - (2nd Floor), High Street	0702 468039
THURROCK	Debenhams - (1st Floor), Lakeside Centre	0708 860066

To: Silica, AMPOW-1094-211, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME AN AMIGA CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: ....

Surname: ....

Company (if applicable): ....

Address: ....

....

....

....

.... Postcode: ....

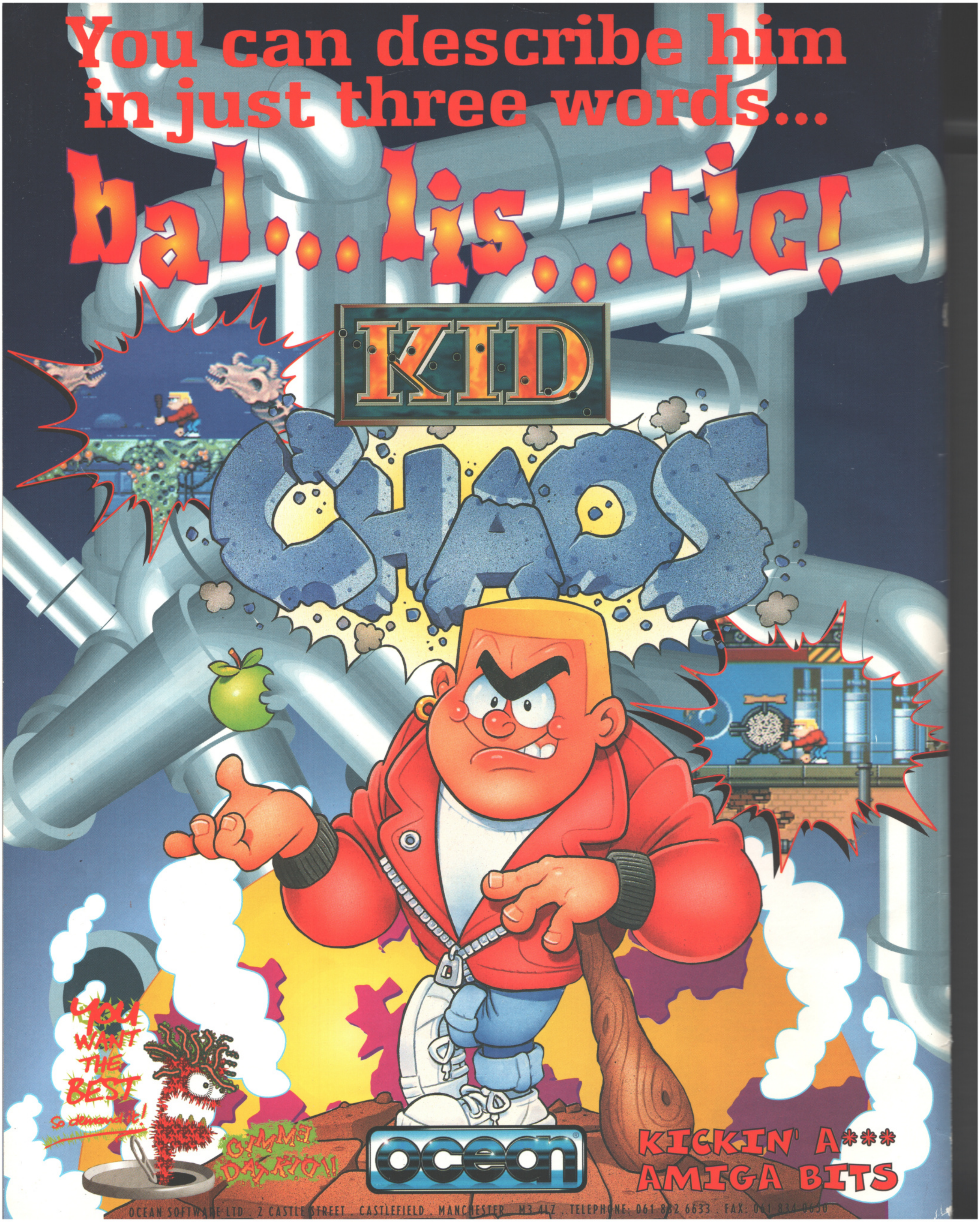
Tel (Home): ....

Tel (Work): ....

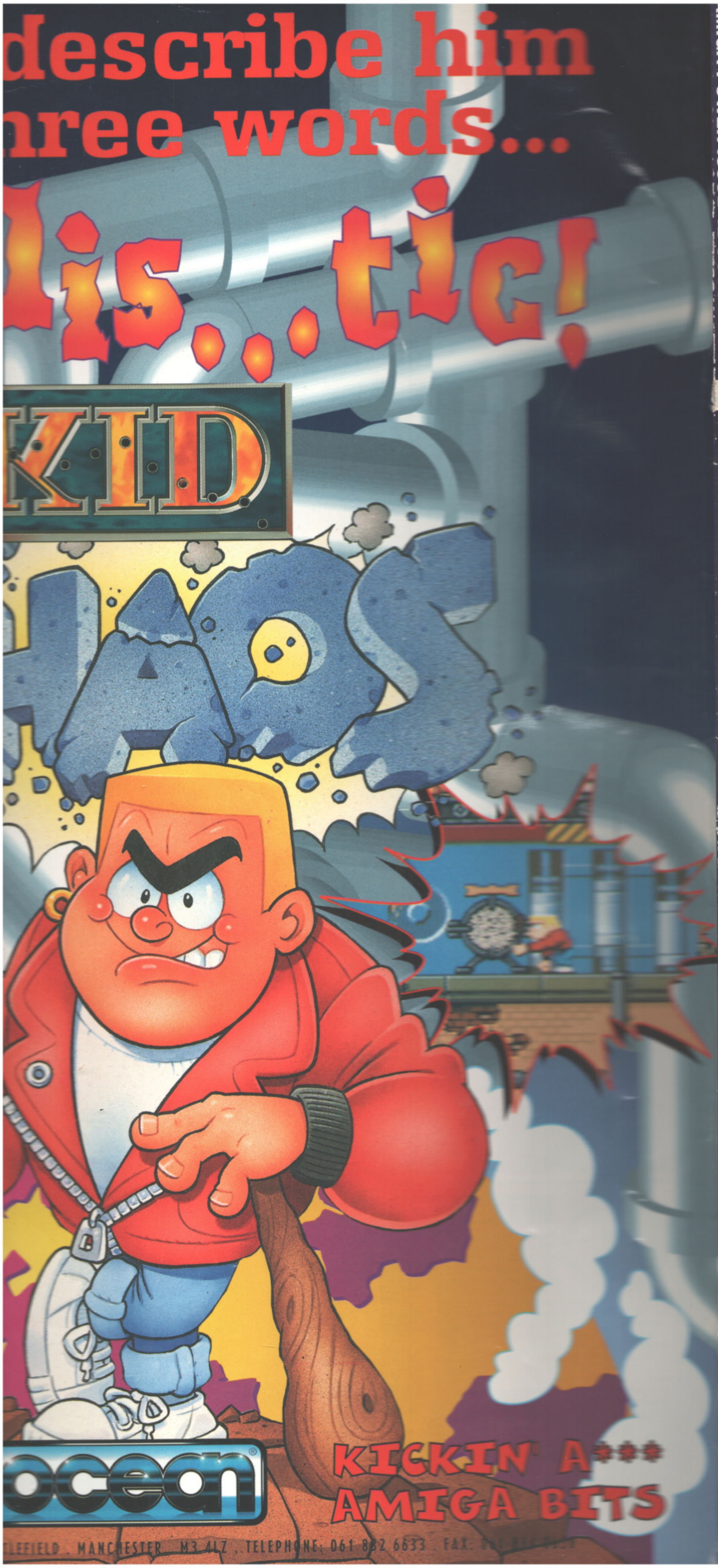
Which computer(s), if any, do you own?

.... 211E

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.


You can describe him in just three words...
bal...lis...tic!
KID
CHAOS
YOU WANT THE BEST
So demand it!
GIMME DAT KID!!
ocean
KICKIN' A***
AMIGA BITS

OCEAN SOFTWARE LTD . 2 CASTLE STREET . CASTLEFIELD . MANCHESTER M3 4LZ . TELEPHONE: 061 832 6633 . FAX: 061 834 0650


describe him
hree words...
lis...tic!
KID
HAOS
ocean
KICKIN' A***
AMIGA BITS

TLEFIELD . MANCHESTER . M3 4LZ . TELEPHONE: 061 832 6633 . FAX: [illegible]

AMIGA POWER ISSUE 42 OCTOBER 1994

I WISH THE GROUND WERE SOFT AND MUSHY

THE WORLD'S BIGGEST-S

AM

A MAGAZINE WITH *ATTITUDE*

SUPER S

3 DISKS STUFFED WITH INCREDIBLE DEMOS!

YOURS WITH ISSUE 42 OF AMIGA POWER
1
THEME PARK
Bullfrog's long time coming and aptly-named simulation is here at last. Worth the wait? You betcha!
AMIGA POWER

YOURS WITH ISSUE 42 OF AMIGA POWER
2
RUFF 'N' TUMBLE
Boy meets large gun meets robots in Renegade's platformer.
BUBBLE AND SQUEAK
A1200
Boy meets blue thing meets, er, watery death.
AMIGA POWER